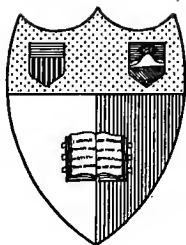


GAMES AND PARTIES FOR CHILDREN



GRACE LEE DAVISON



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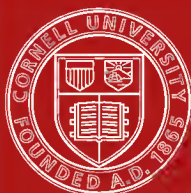
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**Games and Parties
for Children**

Games and Parties for Children

By
Grace Lee Davison

Entertainment Editor, The Delineator



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GAMES AND PARTIES FOR CHILDREN

CHAPTER I

THE WONDERFUL OLD GAMES

THE wonderful old games which we play at home or in school, dear children, are real works of genius and have all the signs of such. Perhaps you have never thought of them in just this way or dreamed how remarkable it was that fun so very old as we know these sports to be (for our great-grandparents played them as we do now) should at the same time be so fresh and enjoyable to us. The reason for it is that they have the spark of genius which makes them immortal and the true wit which never loses its savor, and so

they can always be counted on for a good time and will be handed down by us to generations to come just as our elders taught them to us. I have collected the best of the old games to form the first chapter in this book, because in entering a crowded room we naturally turn first to look for faces we know. On the other hand, many of the best and funniest of the ancient plays have been overlooked and forgotten by modern children, so that some of these that follow should have all the charm of real novelty or newness for you.

THE POST

The number of players should be, if possible, not less than seven or eight; the more the merrier. Each assumes the name of a city. One of the players (we will say Paris) takes a handkerchief which represents the mail-pouch and tosses it to a second member of the group (whom we will call Berlin). At the same time he cries, "Hello!"

Berlin asks, "Who is there?"

Paris answers, "The Post."

“Where from?” asks Berlin.

“From Paris.”

“Where to?”

Paris then names some other city represented in the game, for instance, London. Berlin must immediately throw the handkerchief to the player who stands for London. If Berlin hesitates too long, or makes a mistake in singling out the right player, he must pay a forfeit. The player who has received the handkerchief asks Berlin the questions as before, and the game continues until a number of forfeits are held for ransom.

OBSERVATION

A table piled high with all sorts of household articles, as diverse as possible in character, is rolled on the scene and rolled away three minutes later. Pencils and paper are then distributed, and players are called on to make lists of the different objects on the table from memory. The boy or girl whose list is found to be longest and most correct when examined wins a prize.

HOLD FAST AND LET GO

A game which is a good test of mental agility on the part of the young players is Hold Fast and Let Go.

For it a bunch of tapes or ribbons in two colors, say white and black, and having as many separate lengths as there are players, will be required.

The leader, usually an older boy or an adult, stands in the center of the circle formed by the rest of the company. This person holds one end of all strings; the opposite ends are held by the different players, one string to each player.

Commands are given in a quick, military tone, and the fun consists in the fact that the exact opposite of the command given is to be obeyed.

Thus, if the directions are "blacks let go", those holding black will hold on. If the orders should be "whites hold on", the whites everywhere in the circle will let go.

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Commands should follow each other with confusing rapidity, making the game a lively one. When word is given for "all" to "hold on" the entire circle should immediately let go — and so on.

THE HOLIDAYS

An especially lively and exciting game is called the holidays.

To begin it the names of all the different holidays of the year are written on separate slips of paper which are folded and jumbled in a bowl. All the children dip out papers, assuming the name of the holiday drawn. Christmas, New Year's Day, Hallowe'en, Thanksgiving, Valentine's, Washington's Birthday, July Fourth, Labor Day, Arbor Day, and all the popular holidays figure in the bowl.

When all slips are drawn, the days form a wide circle around New Year's Day, leaving him in the middle of the ring.

This holiday has the privilege of calling out the names of any other two holidays,

who on hearing themselves called, must immediately exchange places.

If, while they are doing it, the New Year can slip into one of the vacant places, the person thus left out becomes New Year's Day.

Another version of the sport differs from the foregoing in the fact that the New Year is blindfolded. Instead of trying to slip into a vacant seat, he endeavors to catch one of the two whose names he has just called, and who are exchanging places. If the Blindman is successful, the player caught must take his place, becoming New Year's Day.

It adds to the fun of this game if players hold hands so as to form an actual circle, letting go only when about to change places. By swaying backwards and forwards (or in any direction suggested by the pursuit), the circle avoids the groping Blindman.

THE HUNTER

Another romping game, the Hunter, can be played by any number of boys and girls exceeding four.

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One of the players is called after each of the different parts of the dress or accoutrements of the sportsman. Thus, one is the jacket, one the hat, others the gun, the dog, and so forth. As many chairs as there are players are ranged in two rows, back to back, and all the players must sit down.

The Hunter walks around the sitters and calls out the assumed name of one of them, for example, Gun.

That player immediately gets up and takes hold of the hand of the Hunter, who continues his walk, calling out the other names one by one.

All players summoned join hands to form a line, and when all are summoned the Hunter sets off running around the chairs as fast as possible, the other players holding on and running after him as best they can.

When he has been several times around the room, he shouts out "Down all" and immediately sits down on one of the chairs.

His followers scramble for the remaining seats, which should lack one of the number required, so that one boy or girl is left out.

Those who fail to obtain seats must pay forfeits.

BANG!

Try this lively scramble game. Appoint some one leader and let the leader go around, whispering to each some fictitious name, which must be carefully remembered. Chairs for all the company, except the leader, are now arranged back to back, after which he proceeds in a circle around the chairs, holding a piece of tape several yards long. As he goes, he calls out at random the fictitious names bestowed on members of the group, and each player as he hears himself called must arise and take hold of the tape, following the leader on his rounds. When all the players have taken hold, the leader calls out "Bang!" and begins to run around the chairs as fast as possible, pulling the others after him. Round and round he goes, circling the room and jumping or scrambling over obstacles large and small, until all his followers have lost their hold for want of breath, or are unable to hold on because of laughter.

NEWS

A game that is always amusing is called News. Here players sit in a circle, and some one is assigned to the task of beginning the game. This he or she does by whispering some astonishing item of news to the player at the left. Thus she might say, "The tidal wave rose and Brooklyn Bridge was swept away", or "A tornado is coming down from Canada at the rate of a thousand miles an hour." The person who is informed of these momentous events then communicates them to the person at his left, this person also passes them on in the same way, until the news has made a complete circuit of the group. The last player is then required to say what he heard. This will almost invariably be very different from the news when it started on its rounds. This game is also called Rumor, or Gossip.

RIBBON'S END

The players stand in a row, with their hands on the shoulders of the one in front.

The catcher stands some distance away and attempts to catch the ribbon's end — which is the smallest player, as the row is graduated. The entire line, by twisting and turning, try to prevent this without breaking the chain. The one finally captured becomes the catcher.

THE WEATHERCOCKS

The “Wind” stands in the center of the room; the other players, “Weathercocks”, in rows. The four corners of the room are North, South, East, and West. When the Wind points to one corner, calling out its name, the Weathercocks must immediately turn in the opposite direction. If the Wind cries “West” and points in that direction, the Weathercocks must face East. Whenever the Wind shouts “Tempest”, all must turn around three times, returning to the exact position they occupied before the word was spoken. When the Wind cries “Variable”, the Weathercocks must sway back and forth on their toes until the name of one of the cardinal points is added. If it is South,

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for instance, they must turn directly to the North. When the Wind names a point which the Weathercocks are already facing, they do not move. Any one making a mistake in any of these things must pay a forfeit.

THE SEA IS TROUBLED

All but one of the players are seated in a circle. The one standing, for whom there is no chair, represents the "sea." Each of the others takes the name of something that lives in the sea — starfish, crab, herring, whale, etc. The "sea" walks outside the circle, calling each one in it by the name she has chosen, and each as she hears her name gets up and follows the "sea." When all are on their feet, the "sea" begins to run about, crying: "The 'sea' is troubled! The 'sea' is troubled!" As soon as she drops into a chair, every one tries to follow her example. The one who fails to get a chair becomes the "sea." Each player now receives a new sea name and the fun begins all over again.

PULL IN, PULL OUT

A jolly romping game which the younger boys and girls will enjoy is played in this way. Roll back a rug from the center of the floor and on the boards make a small square with chalk. The square can be about half a yard in diameter; there is no special size. All the young people then join hands, forming a circle, with the chalk square in the center. The circle must consist of an equal number of players, who are divided into two bands called reds and blues or by any other fanciful names. The music, some lively air, begins; the circle dances away, "ring around a rosy" fashion, each player trying to draw some member of the opposing faction into the square.

Any person drawn into the circle is out of the game. The side having most members remaining when the game is declared at an end for want of breath on the part of the players is declared victorious. This is a version of London Bridge.

WAR OF WANDS

This is a merry form of tug-of-war and is much to be preferred to the rather rough old sport of London Bridge, Oranges and Lemons, and such games where players grasp each other around the waist. In this tug, a line is marked either with a tape or chalk or a light piece of wood, say window molding. Each two players take hold of a wand and stand on opposite sides of the boundary. The object, after the signal is given, is for each to pull his adversary over the boundary. Even to bring the opponent's foot to the chalk line is victory for the one who does it.

ANOTHER TUG

Let all stand in a ring, each player holding an end of a clothespin in each hand, the opposite ends of the pins being, of course, held by his nearest neighbors in the ring. At a given signal, let all pull in an endeavor to break the ring. This is much better than the same game where hands are clasped, as one

boy or girl a little too vigorous will often injure the wrist of a neighbor in the excitement of the game.

THE FLYING HANDKERCHIEF

For this always stirring though ancient game, a wide circle is formed, in the middle of which stands a player with a handkerchief that is not tied or fastened with a knot, but loose. The handkerchief is thrown to one of the seated players, and this person, if successful in catching it, must immediately toss it to a companion, while the central player endeavors to catch it *en route*. If he catches it instead of the person for whom it is meant, that person must become catcher. The players in the ring, of course, by throwing rapidly and by all kinds of feints, endeavor to keep the catcher from securing the handkerchief.

WARNING

One player, chosen "Warner", stands apart at the place called "home." After calling "Warning" three times, he starts to catch

whom he may, but with hands clasped before him. If any succeed in pulling his arms apart, or tempting him to loose his hold, he must fly for "home." If caught before reaching it, another "Warner" is chosen. If he can "tag" any one with his clasped hands, the captive becomes his ally, and hand in hand they sally forth to capture others, without loosing their hold of each other — though each person must be carried "home" first, before admitted among the attacking party. The difficulty of making captives increases with every gain to their ranks, because only the end players may make prisoners, and the train becomes unwieldy. Sometimes a bold player at large may break through the clasped hands, unless they hold tight. The field of play must be within narrow limits. The player that escapes capture wins the game.

CORK FISHERMAN

A game requiring no expensive outfit is cork fishery. This requires a large basin of water and a dozen corks of various sizes in

each of which a tiny hook has been inserted. The players fish for the floating corks with rods and lines, the latter terminating in bent pins. The two capturing most in ten minutes allotted to the game win.

TWIRLING THE CAP

Divide the children into two sides and choose a leader, who stands in the middle of the room and tosses the cap. If it falls right side up, the persons on one side laugh as heartily as they can. Any one on the opposite side who is seen to smile has to join the laughing side. When the cap falls wrong side up, the other side has its turn to laugh and win people over. This game usually ends in a gale of laughter and paves the way for more formal games.

A HEARTY LAUGH

The laughing game is amusing and occupies but a few minutes. A circle is formed, one child starts with the word ha, the second says ha ha, the third ha ha ha, and so on,

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each one taking his turn and adding one more "ha" than has been echoed by his neighbor. The "ha ha's" must be made without laughing, which is almost an impossibility, and before the circle has been once gone around, the entire party is in a peal of laughter. As each one laughs, he drops out of the game, oftentimes leaving a laughable contest between two.

CAT AND MOUSE

Let all the company join hand-in-hand in a circle, except one, who is placed inside, called the Mouse, and another outside, called the Cat.

Those forming the ring begin the game by running round, raising their arms.

The cat springs in at one side and the mouse jumps out at the other.

They then suddenly lower their arms so that the cat cannot escape.

The cat goes round mewing, trying to get out, and as the circle continues to move, she must try to find a weak place to break through. As soon as she gets out, she chases the mouse,

who tries to save herself by getting within the circle again. For this purpose they raise their arms.

If she gets in without being followed by the cat, the cat must pay a forfeit and try again, but if the mouse be caught, she must pay a forfeit.

They then name the two players to succeed them, fall into the circle, and the game goes on as before.

WHIRLWIND

For Whirlwind, an old English game, as many chairs as there will be players are arranged in a circle. All the players but one are seated. This one player takes up his position in the center of the circle. His object is to take the vacant chair, and this the others endeavor to prevent by hastily moving up so as to fill the empty seat whenever the standing player approaches it. By this means the vacancy is kept at the point farthest from him, and he must be agile in his movements to capture it.

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The seated line can move either to the right or to the left to fill the vacancy, as the movements of the person standing indicate. The game is sometimes played sitting down, the children drawing up their chairs in a wide ring around the central player.

NEIGHBOR, NEIGHBOR

A diverting old game is Neighbor, Neighbor, played as follows. All sit in a circle on chairs. The leader begins with a question to his left-hand neighbor, to whom he says: "Neighbor, Neighbor, how is thee?"

The proper response is: "Very well, I thank thee. And how is thee?"

To this the leader responds: "Just so, just so", and as he speaks, he waves his right hand, continuing to do so. The second player then addresses the third in the line with the same question, and when their little conversation is completed, the second player as well as the first is waving his right hand. After one round the same questioning goes on, but the left hand is waved or wagged,

the right also continuing in motion. On the third round it is one foot which is moved like a treadle, then the other foot, and in the final or fifth round both hands and feet are in motion, while all the little heads are nodding like Chinese mandarins.

PERPETUAL MOTION

A variation of Neighbor, Neighbor is called Perpetual Motion. One player begins by saying, "My master bids you do as I do." The second player must then inquire what the master bids him do? In answer to this query, the first player must explain, "To work with one as I do." The first player must then hammer imaginary nails with his right hand, as though cobbling something held on his knees. Now let the second player turn to the third and say to him, "My master bids you", etc., so that the second player is soon also hammering away with his right. When the conversation has gone once around the entire circle, the first player bids the second "work with two",

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the second bids the third "work with two", and so on. On the third round the players are told to work with three — that is both hands and the right foot; then on the fourth round with both hands and both feet; and finally, on the fifth, each must work both hands and feet and wag his head into the bargain. When each player is working hands, feet, and head, the effect is highly comical. This completes perpetual motion and ends the game.

ORCHESTRA

All the players are members of an imaginary orchestra. All sit in a circle save one, and to each is assigned some imaginary instrument which he will play. The one left out (whose position is in the center of the circle) is the leader, and instead of an instrument, he waves a baton.

From time to time the leader will cease to gesticulate in his proper way, and will silently seize and begin to pantomime the imaginary musical instrument of some one in the cir-

cle. Thus he may begin to play the violin; the person to whom the pantomime of the violin was assigned must be alert to see that the leader has taken his instrument, and must fold his hands, sitting motionless until the leader goes back to his baton. Or, if so arranged, the violin player will at once seize the leader's imaginary baton and "lead" until the leader reclaims it. If any musician fails to remark that the leader has taken his instrument, he is subject to forfeit.

THE RAILROAD

A very jolly game which any child will grasp readily if he or she is not already familiar with it, is called The Railroad.

For this the children stand in a ring, and each receives the name of some part of the railroad or train, or of some official. Thus one youngster becomes the rails, another the whistle, another the steam, another the conductor, and so forth. Some older person then invents (or reads aloud) a little story, in which all the different parts are men-

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tioned, one by one. As each child hears his fictitious name mentioned, he rises and imitates the thing he represents. For example, the whistle toots, the steam puffs, the conductor pulls the bell-rope and cries "All aboard", the wheels begin to revolve, etc.

At the very end of the story, after each part has been played a couple of times, there is a mention of a "terrible collision." Here all the children break ranks and rush together in confusion, and the game ends in a merry uproar.

In a variation of this game, called *The Ship*, the players represent a ship, instead of a railroad, and imitate the movement or sound of the person or thing he represents, as the story mentions them.

ELLS OF CLOTH

All the players, except two, stand in a row, holding hands, with arms outstretched as widely as possible. The two players not in the row represent, one the merchant and the other the weaver, and the others the ells

of cloth. When the players stand holding hands, as just described, the cloth is supposed to be folded.

The merchant now looks over the cloth by going down the line and looking each player in the face. He then makes a bargain with the weaver and measures the cloth by taking hold of each "ell" by the hands. When he is satisfied that the weaver's price is fair, he goes away, as if to get his money, and all the players then turn aside and each one clasps the one next to him around the waist, standing then close together, with the weaver at the head of the line, held around the waist by the first ell.

When the merchant returns, he is told that the cloth is folded, and that he must unfold it if he wishes to measure it again. He tries to make some of the ells let go by pulling the weaver about, holding him by the hands. If any one lets go, he must stand aside; and so the game goes on, until only one player remains except the merchant and the weaver.

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This last player has a right to be either the merchant or the weaver in the next game, as he may prefer, and to choose the other.

It might make the game more interesting if every player that lets go is made to pay a forfeit, and if that is done, the last player imposes the forfeits at the end of the game.

THE LAWYER

To play The Lawyer, the players stand in two rows, opposite to and facing each other. There must be room between the two lines for the Lawyer to pass between.

Some person must be agreed upon to play the part of the advocate, and when all are seated, the Lawyer will ask a question or address a remark to some person in the game.

As he speaks, he must stand either directly in front of the person or he must distinctly name the one addressed.

The idea is that the one spoken to is never to answer the question or reply to the re-

mark. This is the part always of the person sitting exactly opposite the person addressed, who must immediately reply or give a forfeit.

The object of the Lawyer is always to have the one who should not answer, do so, or to see the one who should reply fail to recognize his turn. When he has succeeded in either point, the two persons involved change places and the one who made the blunder becomes Lawyer.

COPENHAGEN

Many indeed have been the conjectures as to how this good old sport obtained its name, but no satisfactory explanation has ever been made connecting it with the native land of Hamlet. A rope is held by the players in a ring, while one person called the Dane stands within the ring of rope. He tries to slap the hands of those who hold the rope, and this the others try to elude by letting go for a moment and immediately taking hold again. Any one whose hands are slapped becomes Dane, of course.

TOUCH THE THIRD

For a lively game on the order of Tag, have a ring formed of all the players standing everywhere two deep, save that in one spot they are three deep; that is, instead of having two players completely around the circle, at one point there will be three players. The pursuer stands outside the circle, which he is never allowed to enter, and his object is always to tag the third person in the row where there are more than two. This the third person endeavors to avoid (when he finds himself in danger) by running into the ring and standing in front of two other players. This forces one of the two players into the position of Third, and as such he becomes prey for the pursuer. Changes go on rapidly, keeping both pursued and pursuer continually on the jump.

DUCK ON A ROCK

A large stone with a smooth top is chosen for the rock, and each player is provided with

a stone of the right size to be easily held in his hand. These are the Ducks.

Draw a line twenty-five to thirty feet distant from the Rock, according to the size of the field played in; back of this line is Home. The next step in the game is to "pink for duck", which consists in each player's throwing his stone from Home to the rock. The one whose stone lies farthest from the rock, when all have thrown, is It, and he must place his Duck on the rock for the others to throw at, their object being to knock it off. He must stand near the rock.

If any player knocks the stone from the rock, there must instantly be a general stam-pede by the players to get their stones and dash for Home. The player who is It must quickly replace the stone on the rock, and when he has done so must try to touch any player who has not yet reached Home. The one so touched becomes It and must place his Duck on the rock to be thrown at, standing near by himself.

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Sometimes, if a player touched by It is a fleet runner, he may be able to place his Duck on the rock and run back and touch the former It before he has had a chance to get his stone and run Home; in that case, the fleet runner wins his release, and the former It must again place his Duck on the rock.

If no stone dislodges the Duck in one round of play, their owners forfeit them to It, and terms must be made with him to recover them. He may command one to "jump" home, which he must do by placing the stone between his feet, and hop home thus burdened. Another he may command to "kick", which is done by working the stone on to the foot and kicking it homeward. Or he may command one to "heel", which means to kick the stone home backwards, with the heel.

ONE HUNDRED

There are many good ways of playing Blindman, one of the best of these variations being Blindman with Numbers, or One Hundred. A wide circle is formed of all the

players, in the center of which stands the Blindman, his eyes bound with a scarf or handkerchief. Each person in the circle has a number, the numbers being all in rotation. The Blindman does not circulate about as in Blind Man's Bluff, but retains his original position toward the center of the ring, where from time to time he calls out two numbers, which should occur on different sides of the ring. The players representing the numbers called out are then obliged to change places, and during this exchange the Blindman has an opportunity to catch one of the two, the person who is caught becoming Blindman. From time to time the Blindman must call out "One Hundred." This number embraces all the others represented in the game, and is therefore a signal for a general exchange of places, increasing chances for a capture.

FRENCH BLINDMAN

In a version of Blindman's Bluff played in France, the pursuer has his hands tied lightly behind his back and must try to tag the others

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thus hampered. This is considered safer by those who have played it than wearing a bandage over the eyes, and it is equally good fun.

SEVEN STEPS

One player is blindfolded and stands in the middle of the room. The others take up their positions wherever they wish and in such situations as seem safest to them. The blindman is then told to take seven steps in any direction and try to capture a player by groping for him. If unsuccessful, he may take seven steps in another direction and so on, until some one is captured. The steps may be long or short as the blindman wishes.

WHO'S WHO?

Of the many, many, good old-time blindfold games, this is one of the best. The company is divided into two sections, and one section is blindfolded. Each blindman is seated and has a chair at his right hand which is left vacant. The other players without bandages stand in the center of the room,

where they remain silent until the moment comes to slip stealthily into the vacant chairs. Now the blindman will try his best to discover who occupies his vacant chair. This he does by asking questions which the other must answer, though it is allowable to disguise the voice in any way possible. Indeed, if requested so to do, the player who has preëmpted a chair must sing, recite, or the like, the difficulty being that all the others do so at once, so that in the general noise it is less easy to discover who one's visitor may be. The bandage may not be removed until the blindman has guessed correctly, and when he succeeds in this, the other visitor becomes blindman.

MARY AND JOHN

Who were the Mary and John of this game? No one now seems to know, but whoever invented it in the remote past has immortalized both Mary and John and has given us a jolly and yet easy game at the same time. The players, omitting two, form a ring and

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take hands. The two players counted out are enclosed in the ring and are called Mary and John, regardless of what their sex may be. The object is for John to catch Mary, and as he is blindfolded ere the game begins, it is not so easily done. Mary can only be located by her stealthy steps and by her disguised voice, for naturally she tries to make it sound as far away and strange as possible. However, as often as John says, "Mary, where are you?" Mary must respond. She may stoop, creep, crawl, wiggle, and do anything except leave the ring to escape being captured. When Mary is finally captured, John joins the ring, and Mary is blindfolded, having first chosen a new John.

SIMON SAYS

This catch is very, very old and can be played by any number of players. Each person first doubles up his hands with thumbs extended. The leader begins with, "Simon says, 'Thumbs up!'" whereupon he puts his own fist on the table with the thumb up-

ward. The others must do the same. When the leader says, "Thumbs down", he turns his own hand over and lets the tips of the thumbs touch the table. The others must exactly imitate him. He then says, "Simon says, 'Wiggle waggle'" and waggles his thumbs, an action in which his slavish followers imitate him again. The catch lies in the fact that from time to time the words "Simon says" are omitted to trick the company, and when this is done the directions given are not to be followed. Those who forget the rules incur forfeits.

MOTTOES

A handkerchief game, simple, but exciting, is *Mottoes*. Players draw their chairs around a large circular table, and one of the number, as previously agreed upon, begins the game by giving aloud one-half a popular quotation or motto. Example: "Give me liberty —." As he gives the first part of the motto, he tosses a handkerchief to some other member of the circle, who is required to catch it and

to complete the motto, in this instance with "or give me death", while the others count aloud up to twenty. This second player, on completing the first motto, begins another. For illustration: "'Tis better to have loved and lost —." He tosses the handkerchief to a third player, whose part it is to complete the verse with "than never to have loved at all" during the count.

Mottoes are not, of course, usually so familiar as these given here, and mistakes are frequent. The players whose score of misses is largest are condemned to pay forfeits to be afterwards redeemed by laughable stunts.

THE CROWING HEN

The players take seats in a row or in a circle, as they prefer, and a leader is chosen, who takes position at one end of the row, or in the center of the circle.

The leader begins the game by saying, "I have a hen", and the player at the leader's left hand repeats it after him to his left-hand neighbor, who, in turn, repeats it to his left-

hand neighbor, and so on, until all the players have repeated it, when the last player turns back to his right-hand neighbor, and asks: "Has she feathers?"

This question travels back to the leader, who answers: "She has feathers." The answer travels down the line to the left, when the last player asks of the player on his right, "Can she walk?" When this question reaches the leader, the play continues with answer and question: "She can walk." "How does she walk?" "Wiggledy-woggledy, wiggledy-woggledy."

As the leader says this, he imitates with his hands the walk of a chicken, and each player, as he repeats it, does likewise.

The next question is: "Can she crow?" answered by: "She can crow", each imitating the crow of a rooster.

These questions and answers may be continued to cover all a hen's actions, the object in the game being to keep from laughing, which will be found a hard thing to do, as the game makes lots of fun.

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Any one who laughs during the game, or who repeats a question or an answer wrong — as it must be an exact imitation — must pay a forfeit.

GOING TO JERUSALEM

This is one of our best-known games, — one of those we all have played oftenest perhaps; and yet how we all love it, and what a good time may be had with it now and then! Some one at the piano guides the game. A row of chairs is arranged back to back down the middle of the room, and the row contains one chair less than the number of players. When the music starts, the players march around the chairs in a line. Suddenly the music stops; when it does so, each player tries to secure a chair and sit down in it. As there is one chair too few, some one will be left without a seat. This player is out of the game and retires from the line. Now take away another chair and begin the march anew. The player left out in this round withdraws, and this continues until (as a

chair and a player are withdrawn in each round) but two players march around a single chair. Then one player is eliminated and the game is at an end.

RUTH AND JACOB

A very ancient game is this but a good one and much liked by little children everywhere. One of the children is blindfolded, and the rest form a circle and dance around him until he stretches out a hand, pointing at some one in the ring. This person then joins the blindman inside the ring, and when the blindman cries out "Ruth", the other answers "Jacob." The one answering "Jacob" must move quickly around in the circle, or else the blindman will capture him, but as often as the blindman calls "Ruth", the other must answer him with the name of the patriarch. The fun goes on until Ruth is captured by Jacob. Jacob is then called on to guess whom he has caught, and if he is right in his guess, Ruth takes his place and is blindfolded; but if he guesses incorrectly he is still

Jacob, and the ring begins to circle around him once more, the whole process being repeated.

TOMMY TIDDLER'S LAND

The old English game of Tommy Tiddler's Land (called in America "Dixie Land") is a favorite of many generations' standing. The player who impersonates Tommy is supposed to have buried huge stores of treasure, *à la* Captain Kidd, on his land, and this ground is represented by a square or circle drawn by Tommy around himself. Tommy stands in the center; the other players try to invade his territory, and as they enter they shout:

"Here I stand on Tommy Tiddler's Land
Picking up gold and silver."

If Tommy can touch or tag any player, that person becomes Tiddler.

CLAP IN, CLAP OUT

The burden of this game falls upon the boys, who are absent from the room; the girls are seated so as to leave a vacant chair at

the side of each girl. Each girl has the privilege of choosing which boy shall sit at her side, and this choice is not kept secret but is announced to the company. One by one the boys are recalled to the room, and each must sit down in the chair which he judges has been reserved for him by a lady fair. If he chooses the right one, he retains it and is clapped; but if he chooses one reserved for another, he is hissed and must retire to the hall until called once more. Girls or boys need not be evenly proportioned for this game, as little girls can play the part of boys.

CHAPTER II

NEWER GAMES FOR CHILDREN

HOT BUTTER, BLUE BEANS

LET all the children leave the room but one, and have this one hide a thimble or other small object. Hiding, in this case, means not actually concealing the object but placing it where it is difficult to find though really in full view. For instance, it might be placed high up, or somewhere on the floor. Those outside are then invited to come in and look for it, by the classic phrase of:

“Hot butter, blue beans,
Please come to tea.”

All now troop in and search for the object, but the first one to spy the thimble should not announce the fact but should sit down as

quietly as possible. When all are seated but two or three, the game gets really funny and exciting, and when it has finally narrowed down to one, the person who still remains standing is asked to perform a stunt for the amusement of the company.

As soon as the last person finds the thimble, all the other players shout at him in chorus "Hot butter, blue beans," and this is a signal that he must expect to pay a forfeit.

THE GARDEN SCAMP

All form a ring but two players, and those in the ring clasp hands. The garden is the space within the ring. One of the two players omitted from the ring is the scamp who has entered the garden, and the other is the gardener. The gardener moves around the outside of the circle and asks the scamp who admitted him to the garden.

"No one," says the scamp and begins to run.

The gardener follows him in his devious course, which lies in and out through the ring

of players, who lift their hands wherever an opening is needed for the scamp to pass through. This is the Maze in the garden. If the gardener can catch the scamp, he may be compelled to pay a forfeit, or he may simply take the gardener's place.

MY LADY'S TOILET

Appropriately, indeed, this game originated in that land of art in dress — France. To play it, each one receives the name of some article of a lady's toilet, such as her dress, hat, gloves, slippers, brooch, etc. Players are seated in a circle, and when the leader names some article that might appropriately go into a feminine trunk or wardrobe, the person who bears the name of such article must run to the center of the ring and take hold of the platter spun by the leader before the plate stops spinning. If successful, the one whose name was called takes the place of the leader in the circle, but if unsuccessful, the runner returns to his place and must afterwards pay a forfeit.

In another version of this game the general exchange feature which adds to the fun of such a game is introduced. When Dance (to which presumably the lady was going when the toilet was in the requisition) is called, all the players rise and change places. The word Wardrobe or Costume could be substituted for Dance if preferred.

CROSSING THE STREAM

With chalk or in other similar way, mark a space three feet wide. Each child in turn tries to jump the space, that is, "to cross the stream." When all have jumped it forwards, each must endeavor to jump across with his back to the stream. It is in this backward performance that the real fun comes.

THE JUNGLE

This is a most delightful game for little folks, though a very simple and easy one. The players form a circle, and each one receives the name of an animal. The player in the center is the lion and is the leader who

bestows the names. The lion calls out suddenly the name of some player, — that is, his animal name, — three times, and if the player does not immediately respond with his animal name given once, he forfeits his place to the lion and becomes lion himself. In one version of the game, the lion is called the hunter, but otherwise the sport is the same. The little people may take their choice in playing it.

GEOGRAPHY IN HASTE

For children old enough to have taken up the study of geography, this is a capital game, full of fun and excitement, and instructive as well. One player knots his handkerchief and throws it to another player without having announced to whom it will be thrown. As he tosses it, he calls, we will say, South America. A timekeeper who leads the game then begins counting rather rapidly up to ten. The person to whom the handkerchief was thrown must give the name of some geographical feature of the country named ere the full number can be counted, or pay a for-

feit. A river, city, mountain, or the like will be enough, unless the game is made specially difficult by having the leader state, before beginning to count, the class of nouns to which the name given must belong, — thus, “River” or “Town.”

It is the object of the one who throws the handkerchief to catch the other player napping, of course, so that any one who looks not quite alert should be singled out. A clever player will endeavor to trap the one singled out by looking at some one else while tossing the handkerchief to his intended victim.

CHANGE PLACES

A simple game but a good one, especially for quite small boys and girls. All the company is seated but one, and this person stands in the center of the group or in the ring or square formed by the others. The person standing goes around calling, “Change Seats, Change Seats.” If this is the entire sentence, the other players do not move. But if he

adds, "The King is here," all must rise and change seats. In the hurly-burly which this occasions, the person standing can usually find a chair. If any one rises without the password "The King is here" being pronounced, he must pay a forfeit.

MOON AND STARS

One player is the Moon — the rest are Stars. The Moon is placed in a shadowy corner. One child stands on a chair with arms extended to represent the newly risen Sun. The Stars then circle, dancing around the Sun, occasionally swerving over to where the Moon stands. As they dance they sing:

"O Moon and Morning Stars,
O Moon and Morning Stars,
Who dares to tread — oh!
Within the Shadow?"

The Moon then tries to catch a Star as they dance toward her, and the one caught becomes the Moon.

SECRET TAG

For a change, there are two kinds of tag which are not as familiar as they should be when the amusement of the game is taken into consideration. One of these is Secret Tag, where it is not divulged who has been appointed "It." Papers are drawn, and the one whose paper has an X on it, while all the others remain blank, becomes "It" without telling the rest. He endeavors to catch and tag other players, and as soon as he has done so, announces his identity. The uncertainty as to which player has the power to tag keeps everybody on the *qui vive* to escape capture.

JAPANESE TAG

Then there is the ludicrous Japanese Tag, where the player who is tagged must place his hand on the part of his body touched in tagging and must then pursue others, still holding his hand in place. The spectacle of a player with his hand between his shoulder blades pursuing others around the room will divert the children mightily.

FOX IN HIS DEN

This is one of the many delightful running games in which healthy children delight. The child who is the Fox stands outside the circle formed by the others, and as inconspicuously as possible touches one of the other players on the shoulder. As soon as he is tapped, the child runs to the right, the Fox to the left, and whichever of the two can soonest get to the den (that is, the place which the child has vacated in the ring) retains that place, the other becoming or remaining Fox and racing some other child after tapping his shoulder.

CAPTAIN, MY CAPTAIN

This is a jolly version of Follow my Leader, and all that is necessary is to follow the child who leads, imitating exactly his steps or antics. Little children can follow in the game very well, but the leader must be a youngster old enough to execute rapid movements and to change his programme from minute to minute. The line formed is single,

and the leader may start off with a running walk, or simply a walk step. From this he assumes a marching step, then breaks into a gallop, a hard run, a hopping step first on one foot, then the other, and so on. Other stunts which he can adopt are running with arms stretched out before him, or clapping hands in time with the step he takes, etc. Finally he begins to wind the line slowly into an ever-narrowing circle. This continues until his followers are wound into a tight little ball. Or, as the circle begins to tighten, he can reverse and lead the line outwards once more.

POOR OLD SOLDIER

One of the little ones (this being a game for quite young children) goes around hat in hand and impersonates the old soldier. "Kind Lady (or Kind Gentleman)," he says, "I am a poor old soldier, penniless and hungry. Will you give me something, and what will you give me?" or similar phrases. The child approached must then refuse or agree to give the old soldier something, but in doing

so he must be careful to avoid the words Yes and No, also White and Black. If any child is tricked by the soldier into saying any of these tabooed terms, he takes the place of the soldier.

THE SHOUTERS' SOCIABLE

Sometimes a noisy game is just what is needed, owing to the prevalence in the group of a sobersides whose shyness must be banished by strenuous means and methods. Let one person leave the room and have the rest decide upon a proverb which he is to guess. Each player takes one word, duplicating if necessary, — that is, two shouters seated near to each other use the same word. As soon as the player in the hall has been recalled, all shout at once in a very loud voice the sentence decided upon. The newly admitted shouter must then try to guess what was said.

MIMIC CLUB

Young foks everywhere relish the fun of this rather simple little game involving a pleasant sell. All the players but two are

sent into the hall. One of those outside is then recalled, and is informed that during his absence a new club has been formed, and that he has been proposed for membership, but that he cannot be admitted until he has guessed the name of the club. This must be divined from the movements and actions of the two members who have founded the club. He is then offered a chair and everything that he does, says, etc., is imitated by the two founders of the club. If he guesses at once that The Imitative Club or The Mimic Club, as some call it, is the name of the new organization, he is, of course, released and another victim sought, but if he is slow about guessing, as many will be, it will be diverting to watch his puzzlement when every small gesture he happens to make and every word he utters is immediately repeated not only by the two original members, but also by all who have been admitted to the club before him. As soon as any member guesses the name of the club, another member is brought in for initiation.

THE KING'S ORDERS

One player is king; the others are his subjects and sit facing each other in two rows. Each player is given a number — that of his position in the row, for instance. The king's chair is placed facing the rows, and thence he issues his orders. For instance, His Majesty could say: "It is time for Number Ten to start. Bring him to me, Number Twelve." The player who is told to catch the one ordered brought to the king then runs after him and tries to capture him. This the other player endeavors to prevent by running in and out of the row between other players, who have not yet been called, then around the entire group, and finally tagging the king's throne. If he can perform this feat before being caught, he takes his place in the row again. If caught, he must stand behind the king's throne. The king then calls for another man and sends yet another retainer to catch the subject desired, and this continues until all have played. The king

may then rise, unobtrusively place his chair against the wall, thus leaving one too few to seat the company, and then, calling out, "All good subjects of the king follow him at once," begin to run at top speed around the chairs. After a few turns, he drops into a chair, the followers being supposed to do likewise, and the one left out by reason of shortage in chairs must pay a forfeit.

THE FOUR FAMILIES

A novel pastime with cards, entirely within the grasp of schoolboys and girls, can be arranged in two minutes with an ordinary euchre pack, and is called The Four Families. Each suit constitutes a group or family, and the fun begins when each family receives a new and mirth-provoking name. Remembering these names is one feature of the skill required.

An illustration of the names would be: Mr. Spade (the king); Mrs. Spade (the queen); Jack Spade (the knave); the Spades' dog (ace of spades); the Spades' house (ten of spades).

Mr. Club, Mrs. Club, Jack Club, the Clubs' dog, the Clubs' house.

Mr. Heart, Mrs. Heart, Jack Heart, the Hearts' dog, the Hearts' house.

Mr. Diamond, Mrs. Diamond, Jack Diamond, the Diamonds' dog, the Diamonds' house.

Four persons can play with one pack of cards. For a greater number get an additional pack. Players sit around a table, and cards are dealt as for authors, — four to each player and the rest to a pool. The object of each player is to get a complete family into his hand at one time and to complete more groups than any other player during the progress of the game. After receiving their cards, players call (in turn) upon other players to supply one of the cards necessary to complete a group, a part of which is in hand. If the player of whom it is asked has it, he must deliver it up, and the player receiving it may ask for something else, continuing to ask until he fails, when the turn passes. The player completing most groups wins a prize.

THE MACKINTOSH RACE

Comic races are splendid stunts for boys, and among these the mackintosh race is perhaps the funniest. So far it has never failed to ensure the hilarity of one half hour at least. If possible, have two rooms thrown together for the race track. Or a long one, such as the school hall, would make an ideal scene for it. At one end of the hall, the end opposite that where the ~~boys~~ ^{players} stand, have arranged two mackintoshes, two sets of rubbers, and two parasols. ~~The first two articles are preferably those belonging to the racer, or a fair fit for him.~~

Two ~~boys~~ ^{players} race at once. When the signal is given, both advance at a brisk walk towards the mackintosh, which they are required to don in addition to putting on the overshoes and opening the parasol. So attired, each racer must hurry to the other end of the room and then back, after which he doffs the raincoat and the rubbers, placing them in a neat pile, and closes and leaves the parasol, re-

turning to the goal. The ^{player} boy who is first to go through with all these maneuvers wins the race. *(fig. to sheet)*

Winners match winners until a champion is found, unless it is found that this makes the game too long, in which case all those who have won their respective races can receive souvenirs.

BOYS' NEEDLE RACE

The needle race is just as good for a stag function as for a mixed company of boys and girls. This is where partners are drawn, and the company is drawn up in two lines at opposite ends of the room, partners facing each other. One boy holds several needles and his partner several lengths of thread, and the pair quickest to thread all their needles are victorious. The rule is that one boy must hold the needle while his partner endeavors to thrust the thread into it. This is the only way in which the feat may be performed according to the rules of the game.

A COCK FIGHT

This is a game for boys, the little girls looking on and applauding the champion, if one there be. Two boys fight at once, and each has his wrists tied together with a handkerchief or soft bandage. Each pair of legs is secured just above the ankle with another bandage, and after they are fastened thus, the arms are passed over the knees and a broomstick is pushed over one arm, under both knees and over the other arm. The cocks are now in fighting trim and are carried into the center of the room, where they are set down face to face with their toes just touching each other. The fight begins promptly, each "cock" trying to overthrow his opponent by pushing and hopping, or perhaps it should be called flopping. The one who first overthrows his opponent wins the game. If both cocks tumble together, they fight again on the same terms as before. This is a fine game for exercise as well as for fun. Try it soon!

A RUBBER BALL STUNT

Each in turn is to receive the ball and perform the following complicated feat :

First, throw the ball up with a single hand. Catch it with both hands. Second, throw it with both, catch it with one. Third, throw it with one, catch with the other. Fourth, throw the ball to the ground and catch on the bounce in the different ways outlined below.

Bat it into the air with the palm of the hand and before catching it (*a*) clap your hands, (*b*) bow once, in the direction of your audience, (*c*) kneel down on one knee or simply bend the knee, (*d*) jump in the air, (*e*) jump backwards as far as you are able, (*f*) jump forwards as far as you can, (*g*) bend to the right, (*h*) bend to the left.

The player to whom the ball falls by the counting out process retains it as long as he can throw and catch it in accordance with the rules given above. As soon as he has missed in any one of the various feats pre-

scribed, he relinquishes the ball and steps away as far as it is possible to do in five long strides. The player designated as second in the counting out process then takes the ball and with it tries to hit the back of the ex-player, which should be turned towards him.

If Number 2 misses in his attempt to hit the back of Number 1 at five paces, he loses his turn and gives the ball to Number 3. This player is now obliged to repeat this test through which Number 1 has just gone. Number 3, if he fails, paces away and presents his back as a target for Number 4, and so the fun continues until all have tried.

TO FIND PARTNERS

Children love to find partners by some novel means, and here is an idea for it. Let them match up jigsaw animals. Cut out squares of cardboard about six by nine inches in size. On each paste an animal clipped from advertising pictures. The animals may be colored with water colors, but this detail is not essential. Now cut a zigzag line through each

picture and tie a ribbon to each half (drawn through a perforation). Give each child one piece, which he is to hold by the ribbon, and send him in search of the missing half. Of course, any attractive pictures from the advertisement sheets, such as dolls and toys, etc., can be used instead of animals, and where red or brightly colored cardboard can be obtained, that is better than the white, as being more picturesque.

BUBBLE STUNTS

Make a bubble liquid by shaving an inch square of soap into boiling water, and when thoroughly dissolved add a tablespoonful of gum arabic and allow to melt. Now pour in a teaspoonful of glycerin and then a quart of cold water. Across the room, about on a line with the heads of the players, draw a cord. On the far side of this cord some one stands, holding a pillow. Standing on the near side of it, each player in turn has five tries in which he aims to blow a bubble over the cord and on to the pillow. These bubbles

are very lasting, and the object is to place as many as possible on the pillow.

A FISHING STORY

An older person or one of the older boys or girls is leader and must be prepared to tell a Fishing Story. This can be written in advance or simply invented as the game demands it. Each person playing is given the name of some part of a fisherman's outfit, as reel, rod, line, net, fish basket, bait, bobbin, and so on, and the story must mention each of the names that have been given to the players. But first arrange the chairs into two rows, back to back, and let all sit on them. As each hears his name mentioned, he must rise and run to head the procession or to join those already marching around the chairs. In a short time all players will be marching, each with his hands on the shoulders of the one ahead. While the march continues, the leader slips away one chair. When the story reaches the point where the fisherman has a "bite," the line breaks, and all run for the chairs.

The person who failed to get a chair then takes up his position beside the leader, and when "another bite" is announced by the tale, he has another chance to get a seat. It is best to have the chair slipped away without the players' seeing it if possible, for this makes a surprise for the entire company, including the one left out.

CHAPTER III

GAMES FOR THE FAMILY

SOME of us are apt to put our best effort into merrymakings when "company" is present, and to neglect the family in the evenings when only they are present. It is a great mistake to reserve ourselves too entirely for guests and formal occasions, for of all genuine good times, requiring neither fuss nor frills, the evening party confined to the family and "intimates" is perhaps the best of all.

As soon as the cold evenings bring us all indoors, try to corral every member of the household at least once a week for a rousing good time in the living room. Saturday is perhaps the best day for it, as the "lessons" of the younger ones may otherwise require

their attention; and no one who is at home should be allowed to escape. If some one shows a disposition to moon away by himself, write a formal letter, comically couched in the stately third person, inviting him or her in the name of the household to present himself and play his part in the fun. Occasionally it will be found a good plan to make each young person responsible in turn for the evening's fun, — that is, for a plan for it; but again each may have a suggestion on the spur of the moment to contribute to the programme.

BLIND BREAKFAST

For the first family jollification here is a plan already to your hand. Blindfold two members of the party, conduct them to opposite ends of the room, there to stand facing each other, and then ask them to walk to each other and shake hands. Each goes with outstretched hand, and it is ten to one that he goes laughably wide of the mark. After all have tried the handshake stunt,

blindfold two, seat them on opposite sides of the table, give each a spoon and tell them to "feed each other" with the contents of a box of breakfast food — of some kind which is tasty and does not need cooking. This is screamingly funny, the spoon so seldom going where it is intended to go. Every one will want to have a bout with some one else at this "forcible feeding."

THE POWDER WANDS

To a couple of flexible willow sticks with soft ends fasten a couple of powder puffs dipped in powder or in flour. Wads of raw cotton will do if the puffs are not handy. Now arming two players at a time with these instruments, have a fencing match, the points to be counted by the number of white dabs on coat or gown of one's opponent. If the sticks are at all firm and are capable of doing damage in case of a slip, give each fencer a big sieve with a handle with which to screen his face. Its absurd appearance adds to the fun of the game.

DO AS I DO

Do As I Do is a good game with which to raise a laugh, and one that can be played at a moment's notice. The mimic of the household is the best one to start it, as this boy or girl can always be relied on for some funny facial contortions and other antics hard to imitate. All the players stand in a row facing the starter, who after instructing them to Do As I Do, evolves some facial grimaces which the others must faithfully copy. From grimaces, he proceeds to contortions, and finally, breaking into a run, leads his followers a merry race through as many rooms as are open for the romp. A lively leader will jump over low obstacles, crawl under others and will keep it up until everybody is out of breath.

MUSICAL NUT HUNT

Remind some one to bring home a couple of bags of peanuts, and just before playing this good game, distribute the peanuts all

around the room. Some may be hidden, and others placed within sight of all. Put some as high up and as far away as possible to encourage the adventurous after the easier nuts have all been gathered up. It is not necessary to hide the nuts secretly for this game, though that may be done to make a surprise feature of it. Get some one to the piano, when all the nuts are hidden, and line up the players as for "Going to Jerusalem." When the music begins, — a marching air is best, — all march to it, clapping their hands. When it breaks off, all run to gather the nuts, assembling as soon as the first notes of the resumed melody are heard. Any one who collects any nuts after the music starts forfeits all he has taken up to that point. The musician will, of course, be clever enough to make many false breaks just long enough to break up the line and not long enough to allow of any nutting, for these false alarms and similar tricks add greatly to the excitement. The one who gets most nuts wins the game and has all the booty he captures for his

share, but some provision in the way of a share must be made for the one who is obliging enough to provide the music.

THOUGHT TRANSFERENCE

Just how the thought is transferred in this game it is hard to explain, but it never fails to work, and can prove immensely amusing for half an hour or more. One person is blindfolded, and after the bandage is put on, all the rest of the company agree upon a certain stunt for the Blindman to perform, — we will say to cross the room, pick up a cushion, place it on a chair, and sit on it. Two guides are then stationed by the Blindman, who think steadily of the stunt he is to perform and who place one hand on each of the Blindman's shoulders, but do not otherwise help him in his task. Slowly and with uncertain movements, the Blindman begins to feel the transference of thought, and gradually working round toward the object on which all have focused their attention, he will perform the feat required of him.

FISHERMAN

A large round table about which all can sit at once is the proper setting for the simple but lively game of Fisherman. Provide a short stick or twig, and to one end of it tie a length of twine with a wide loop at one end. The player who holds this is called the Fisherman. The Fisherman must cast his line in such a way that the loop will lie flat upon the table about the center of the board. When he says "Whose fish?" all the players pose their finger tips (that is, each places the forefinger of the right hand) within the loop. When he calls out "My Fish!" it is a signal for all to withdraw their fingers as fast as possible, but this has to be done so quickly that it frequently happens many fingers are caught. All fish (fingers) caught belong to the Fisherman, and each represents a point toward his score. Each player has one turn as Fisherman.

SQUARING THE CIRCLE

You can have an original jigsaw puzzle game for all to play, with a sheet of card-

board and several pairs of scissors as sole apparatus; in fact, if necessary, paper can take the place of cardboard. Simply cut out from the cardboard or the paper as many squares as there are players present. Have all draw their chairs up in the form of a circle and give each member of the company a square of paper and a pair of scissors. With four snips of the scissors in any direction he cuts his square into sections, after which the sections are jumbled together. When the signal is given, each player hands his divided square to the person seated exactly opposite and receives the square of the vis-à-vis in return. His aim becomes to reconstruct the pieces handed him as rapidly as possible, for the person first to do so is winner of the round. The pieces can be mixed several times and handed to a different puzzler each time, thus prolonging the game.

RUNABOUT GAMES

Games which entail a runabout race are always jolly, and the grown-ups will be found

to enjoy them just as much as the merest youngster does. Here is one of the best of them to try at your Saturday evening reunion. Bring the nut dish in from the dining-room sideboard and place it on the table. One by one let each person present perform the following stunt: Thrust the hand, palm down, into the dishful of nuts, scooping up all that he can on the back of the hand, and then trot around the entire room, trying to hold the nuts which have been scooped up in the position in which they were taken. Only those which remain on the hand after the trip around the room has been accomplished count toward the game.

POTATO RACE

Provide some medium-sized potatoes. Give each of three contestants a dinner knife, on the blade of which he is to poise a potato. Let them start from one end of the room, race each other to the opposite end and then hurry back to the starting point. The one who carries his potato through all these

maneuvers without once dropping it, is winner of the round. Now, let those who win the different rounds match each other until some one is champion and winner of the game.

Another way to play this good game is the following: Have from three to six chairs in a row at one end of the room and potatoes on these (from one to three potatoes on each, as you prefer), and at the opposite end of the room have empty chairs. When the handkerchief falls, each of the first three (of the six) contestants, armed with a broad-bladed knife as before, endeavors to scoop up his potato and carry it to the chair across the room and back again. If three potatoes form the task, he endeavors to get all three to the chair opposite and then back again before any one else can accomplish the feat. When the first relay of players has attempted the feat, let another group step forth and try their hands, and so on until all have given proof of their prowess. Boys and girls alike will enjoy this game.

COMIC CARD RACE

A pack of cards affords apparatus for all kinds of amusing games which are not to be found in Hoyle. For instance, arranging the chairs as in the potato game at opposite ends of the room, their seats facing each other, you can have a lively card race. On the seats of those chairs which form the starting point for the game arrange cards in a square. Any will do. When the signal is given, the competitors begin to carry the cards forward to the empty chairs, one at a time. On the empty chairs they must be grouped in the exact position from which they are originally taken, and when the group is thus completed, they are to be carried back in the same way, that is, one at a time, and grouped as they were first found. It is, of course, the player who soonest gets all his cards back to the starting point and in their original order who wins the race.

Follow this race with another new one for which but one row of chairs is needed. On

each chair is half a pack of cards, two players racing at once. Or if you have two packs handy, four persons can compete at the same time, dividing the two packs over four chairs. Players who are to race stand back of the chairs. As the signal is given, each takes the little heap of cards from the chair, runs to the opposite side of the room, surrounds himself with the cards placed side by side to form a ring, and when the ring is completed gathers up the cards once more, runs back to the chair and places them in the original little mound. The one first to accomplish this feat wins the round.

PAD AND PENCIL CONTESTS

After the romping games have furnished plenty of excitement, paper and pencils furnish amusement equally good, but less breathtaking. For instance, some one could dictate numbers in Arabic numerals to be written out in Roman notation to see who can best write them in the latter more difficult form. Dates to be written "as the Roman would

have written them" would test the mental caliber of the players pretty thoroughly.

GESTURES

A simple game, but one which never fails to amuse, is based on pantomime. Each player is given a folded slip on which is written some mental attitude or emotion, such as Hate, Fear, Joy, Peace, Gratitude, Welcome, Benevolence, Envy. Each slip bears also a number, and in the order represented by his number each one must rise and pantomime his word. The fun lies in guessing what word is acted out.

ANOTHER GESTURE GAME

Players sit in a row and cover their eyes with their hands. Back of them stands the leader, who assumes some comic attitude, such, for example, as lifting a few strands of hair with thumb and forefinger and holding them upright. Those who are in the row are then called on by the leader to "Guess my gesture", — the one behind whom the

leader stands guessing the first gesture and so on. If any player fail to guess the gesture, and generally he will fail, he must stand, assuming the gesture of the leader until allowed to stop. Or the gesture he guessed may be the penance imposed.

THE NO EYES GAME

A feeling or touch contest is entertaining and will puzzle the cleverest guesser. Have a table spread with ordinary objects, preferably those which cost little and will not break, such as tin kitchen supplies, toys, and homely household belongings in general. The table is then covered with a large square of muslin or chintz which conceals the articles completely.

One by one players are summoned to the table, where they are called on to close their eyes and put their left hand under the cover to feel as many of the objects as possible in the short time allowed for it. After returning to their seats, they are requested to make out a list of the objects touched. The best

set of names, often far from the correct, as the test is more difficult than it sounds, wins a prize.

THE BUCKET BRIGADE

This very lively game imitates the manner of extinguishing a fire where there is no hose or engine. It consists in passing "buckets" from hand to hand along a line of players. The "buckets" in the game are represented by a large number of miscellaneous and unbreakable articles gathered up around the house in a hurry, slippers, books, apples, balls, tops, napkin rings, handkerchiefs, — in fact anything suitable that you can get hold of at the moment. Divide the company into two lines or bands, and let each side choose a leader. The bands stand facing each other with their captains at the head, and each captain has beside him a basket filled with articles. At the opposite end of the line a chair is placed and a player stands facing the chair. When the word "Begin" is given, each captain begins dipping the

articles from his basket and passing them one by one very rapidly down the line. Each player has to receive the article in one hand, and transfer it to the other hand before he passes it on to his neighbor. The player who is beside the chair is the last one to receive the articles, and it is his task to pile them up on the chair without dropping a single one. As soon as the last article from a line has been received, the player at the chair begins to pass the articles back the same way they came to him — that is, one by one and very rapidly. This results in the basket being once more refilled. The side which completes the circuit soonest is victorious. Any article dropped must be picked up before another object can be passed.

Another way of playing is to pass the article down the line and back again to the leader, who replaces it before he can start another article. The side which passes all the various things and replaces them the quickest of course wins.

UP JENKINS

Divide the players into two equal bands and seat them at a long table. Usually the dining table will be the only one found large enough. Opponent bands face each other across the table. Each division has previously chosen a captain and the captains occupy the ends of the table. The players now place their hands palms down and flat upon the table. A twenty-five cent piece is produced and given to one division. The members of the division receiving the coin must pass it from hand to hand by shuffling it along and without allowing the opponents to see whether it is passed or not. The object is to conceal from the sharpest eyes of the other division just which player receives the coin in his closed fist. The captain of the opposing division then calls "Up Jenkins", and this is a signal for all players of the side which holds the coin to close their hands tightly and bring them up above the table. When the second command from the oppo-

ment leader of "Down Jenkins" is heard, all must slap their palms down upon the table. The palm must be held flat and the object is to do this without making the slightest click or sound of the metal. If he has heard no sound, the opponent leader may guess. To do this he commands some one in the opponent band to "Show Up." The player told to show up must lift and open his hands. If the coin was in them, it passes to the side that guessed correctly. The opponents in that case receive the coin and shuffle it, concealed in the same way as described. But if the guess was incorrect, the coin remains with the first division,—those who originally received it,—until by a lucky guess the opposition win it for themselves.

It adds to the fun of the game that any player in any division can issue commands in a very imperative tone for the purpose of misleading the enemy and causing him to open his hand, but by the rules of the game no attention is to be paid to commands so issued, and if the opposition captain issue a

command that is not couched exactly as described, no attention need be paid to his orders, either.

Sometimes the group holding the money keep their hands under the table while the coin is being passed, raising them high in the air at the command of "Up Jenkins", and bringing them down noisily on the table at "Down Jenkins." In this way, it is even more difficult to locate the money.

RIDDLE BEE

Either get a riddle book or prepare in advance a list of riddles old and new, having the list as long as possible. The game is arranged like an old-fashioned spelling bee, save that there are riddles to answer instead of words to spell. Some one acts as Teacher and propounds the questions, while the rest are School Children, and stand facing Teacher. Those who fail go down, and those who correct them go up until some one reaches the head of the class and cannot be dislodged. Old and familiar conundrums and those which

are laughably bad are all available for the fun of a riddle bee.

COMPOUNDING TAG

Play tag a new way, and you will have the room in a roar in five minutes. Make one person It, and give him a little feather duster or a palm-leaf fan to tag with. As soon as some one is caught, this person joins hands with the It, and together they go in search of further captives, the second person also receiving a duster or fan to tag with. Wherever a new captive is made, this person must take the hands of the one who tagged him, player after player being added until a long line is formed. The person at each end of the line always has the power to tag, and the real fun of the game comes about when a long line holding hands is in pursuit of a nimble boy or girl who alone remains to be caught.

AUTHOR AND ILLUSTRATOR

Arrange a double row of chairs back to back. Let each boy ask a girl to be his

partner. Partners sit back to back. The boy receives a pencil and paper. The girl thinks of something, the name of which she does not mention, but which she describes to her partner in great detail. He must draw a picture of it without knowing what it is she describes or without seeing her while she describes it. When the drawing is finished, the girl must write under it the name of the thing she had in mind. The names of both author and illustrator are also written on the sketch, after which some one who is to act as judge says which is the best illustration considered with its subject, and awards the prize.

TOE-THE-MARK

Arrange two books on the floor for the starting point and goal. Let two players prepare to match each other in a race and give each three walnuts. See who can soonest get all three walnuts to the goal by pushing them with the toe of his shoe. Each nut must be pushed alternately and not kicked. Winners match winners until a champion is

found. Another way to play this good game is to roll the nuts over the course with walking-sticks.

AUTOGRAPH COLLECTING

Each player receives a card with pencil attached, and the fun lies in seeing who can in fifteen minutes get most other members of the company to write their names on his or her card. A prize may be given for the greatest number of names.

MY NEIGHBOR, HIS BIOGRAPHY

A writing game often varies the program pleasantly, and of these one called Biography of My Neighbor is sometimes very funny. Each player is given a sheet of paper and ink or pencil and is called on to write the biography of the person who sits at his left hand. Of course a nonsense biography is wanted, and the funniest should take the prize.

GOOD ADVICE OR BAD ADVICE

Having first received a pencil and paper or a card for the purpose, each player is asked

to write a piece of advice and then to fold his paper. He passes the folded paper to the person seated at his left, who must first say whether the advice passed is good or bad. When the advice a player has commended or condemned is read aloud, the results are very amusing. Sometimes, too, the difference of opinion will lead to pleasant and fun-provoking discussion.

AUCTION CATALOGUE

This is a variation of Auction which I have originated and which ought to be popular even in groups where the regular game is impossible for some reason; for illustration, where time is lacking to prepare a gift for each player's bundle. For this new version do not prepare any gifts, but simply cut out a picture of some desirable thing from the advertisements. Enclose in an envelope and number the envelope. Then give the company representing the future purchasers fifty beans each, appoint a clever auctioneer, and let the players bid in the pictures without

knowing what they represent, but endeavoring to guess the contents, of course, from the auctioneer's description. The auctioneer must have a list numbered like the envelopes by which he is guided in making his descriptions. Now, after each has bought an envelop, see who can guess most of the articles pictured in the envelopes. Award a prize if you can for the best guesses and also one if possible to the one who is thought to have gotten best value for his money (beans) in the contents of his envelopes.

ANAGRAMS

Have a box or bowl of anagram letters. Let each, blindfold, dip out twenty from the receptacle, or simply have the dealer hand each player twenty-five at random. Then see who can make the best word or longest phrase from those chips drawn. Of course should any word be particularly appropriate to the day or season being celebrated, that would win the prize. Another good game is genuine Anagrams. This is played by giv-

ing each player a word, from the letters of which he forms an anagram or puzzle. Then let each pass his anagram to his neighbor and see who will first guess the original word of the letters passed to him. An illustration of a good anagram is Great Help from Telegraph.

MAGIC MUSIC

Nothing could be pleasanter in an evening's programme than occasionally to introduce a musical pastime. This is an old game, but one whose mirth is ever new. Some one of the players leaves the room, and while he is absent the rest decide upon a simple action which he must perform on his return. Such an action as straightening a chair or picking up a book from the couch is the kind of thing to choose. Now call him in, and have some one at the piano all ready to guide him in his efforts by playing louder as he approaches the object he is to lift or turn, and lower as he moves away from it, — the strains becoming faint and even dying out if he wanders very far from the proper spot. A funny

version of this game is where all the players stand with hands upon each other's shoulders, forming a line behind the person who is to perform the stunt. All the others must follow where he leads them, guided by the magic music. This is really the liveliest way to play Magic Music.

SHADOW SECRETS

A sheet with candle back of it is arranged as with silhouettes. One player, who is guesser, is seated upon a low stool facing it. The only light in the room where the secrets are divulged is a lamp on a table directly in the center of the space. Between this and the player on the stool the others pass in succession, so that their shadows are thrown upon the curtain in strong relief. The guesser must endeavor to identify his comrades by name, and if he succeeds, the first one correctly named takes his place. All kinds of antics and strange disguises are permitted to the shadows endeavoring to prolong the blindman's period of guessing. As soon as

he has correctly guessed a shadow, he becomes an actor and the shade guessed is blindman.

CLUMPS

A great favorite wherever known is this good game and one that well deserves its popularity. The company is formed into two hostile bands, and each party has a captain that represents the band or clump. The two persons retire into the hall and there they decide upon some person, object, event, or idea which is to be guessed by the rest of the company. Upon the return of the commanders, each captain joins the clump of the opponents, who have the privilege of questioning him to any extent in an attempt to discover what was chosen. It is the part of the captain, of course, to answer as evasively as possible while at the same time in nowise departing from the letter of the truth. The side that first guesses the thing is of course victorious and takes into its ranks both captains. Another leader from each side is then chosen, and the game goes

on. As many rounds as liked can be played, and the side having most members (or having taken most prisoners, in other words) wins the game.

QUOTATION ALPHABET

This is one of the many good games requiring letter chips of the kind that come either in cardboard or bone. Those who cannot get the chips can cut out and stiffen the capital letters from newspaper headlines and will find these a splendid substitute. Twenty such letter chips are dealt to each player and are turned by him face downward on the table in front of him. The game begins at the left of the dealer, the player seated there turning up a letter so that all can see it and calling for a quotation from some famous poet or prose writer, to begin with the letter turned up. As soon as the letter is revealed, the person appointed as timekeeper either slowly counts aloud thirty or watches the clock and calls out "Time!" at the expiration of the half minute. In that time, if no one has answered, the person

who drew the letter may then give a quotation himself and retain the letter. If no one responds, not even the leader being equal to it, it is laid aside, and is given to the next player who wins a letter. If any one gives a quotation which no one knows, he may be challenged to name the author or the source of it, and if he fails to do so, he loses as if he had given no verse, the attempt being thrown out. No quotation or any part of it may be given more than once. When X or Z are turned, it may be added to the winnings of the player who drew it without requiring him or her to give a quotation.

This is a capital game to draw out the many boys or girls who are bright in a literary way though backward at general conversation. It will indeed afford them a chance to shine. For younger children, it is, of course, much too taxing.

AUNT JEMIMA'S TRUNK

A trunk is imagined and players in turn contribute something to stock it with, the

fun lying in the fact that each thing contributed by those who precede must be repeated by every player, who also adds a new article to the list.

Number One. "I packed Miss Jemima's trunk with a Paris hat."

Player Number Two. "I packed Miss Jemima's trunk with a Paris hat and a lace fichu."

Player Number Three. "I packed Miss Jemima's trunk with a Paris hat, a lace fichu, and a box of chocolate-covered marshmallows."

Those who fail to repeat the list correctly and in proper order have to give forfeits.

YOUR BIRTHPLACE

Give each player a slip of paper and pencil, inviting all to draw their chairs around a table. On the paper ask each to write down the name of his birthplace, city, town, or village, county or state, whichever he may select. Then ask each one to separate the letters in the name of his birthplace and, using

each letter as an initial, to form a sentence on any subject with them. Those who wish a novel game of telegrams can ask each to compose a telegram or message, using the letters as initials.

TEAPOT

There are two ways of playing this game, one simpler version which is particularly advisable for the younger people and one more taxing. For the simpler version, one child is questioner, and it is his object to make the others laugh, thereby incurring forfeits. Each question asked by the questioner must be answered with the word Teapot. The ludicrous effect of this answer to different questions will make the little people laugh in spite of themselves. The more difficult version is where the players secretly agree on a certain word, preferably one that has different meanings and the same sound, as rain, reign, etc. In this game it is the object of the questioner to guess what word has been chosen. The others prevent his guessing it by substituting the word Teapot for the one

chosen, while at the same time answering with a phrase in which the selected word would by rights figure. Thus if the question asked were "How did you grow such a beautiful garden?" The answer might be "Perhaps the teapot made it grow." The answers will, of course, be pure nonsense, with just enough of a hint in them to help the guesser on his way.

CHARADED PROVERBS

This is a game which will draw out and develop qualities of invention and ingenuity in older ones as well as in the young people of schooldays age. The usual way to play it is to divide the company into two divisions and to have each division choose a proverb which they will act out in dumb-show. While one side is acting, the other side must try to guess what wise old saw is being played for them. When they have guessed, they become actors, while the former *dramatis personæ* act as audience and guess.

Titles of well-known books, names of famous people, and familiar quotations, such

as many from Shakespeare, may also be used as subjects for the charades.

THREE LIVES

Ask any one of the company to think of a word and speak the letter which must begin the word aloud. This game is played in a circle, and the person at the left of the one who chose the word now accepts the letter without knowing what the word was, of course, and adds a second letter to the first one, but without saying what his word was. The third player now thinks of a word beginning with the two letters given and adds a third letter, but he must do so with care, for if the letter added completes the word, he is caught and must pay a forfeit. His object is merely to add a letter without completing a word. Any one who completes a word loses one of the three lives allotted him by the rules of the game. As soon as he has lost three lives, he becomes a ghost, has a sheet wrapped around him, and stations himself behind some player's chair, where he en-

deavors by diverting his attention to bring him also to grief.

I LOVE MY LOVE

Players sit in a circle for this game. Some one then begins in this form: "I love my love with an A because she is admirable. I hate her with an A because she is artificial. Her name is Annabel, and she was born in Argentine. I took her to Allentown and gave her some apricots." The second player in the circle must then think up a similar statement about his love, but with words all commencing with B. Thus: "I love my love with a B because she is beauteous. I hate her with a B because she is boastful. Her name is Beatrice, and she comes from Boston. I took her to Bolivia and treated her to bananas." The next player continues in the same way with C, and so on around the entire ring and throughout the letters of the alphabet except X and Z.

A still more difficult version which the older boys and girls will enjoy is where the adjec-

tives in the game, also the name of the love must be doubled. Thus: "I love my love with a D because she is dutiful and demure. I hate her with a D because she is devious and dilatory. Her name is Dorothea-Daisy. She comes from Dover. I took her to Detroit and treated her to dates and doughnuts."

THE MINISTER'S CAT

In this game the players are supposed to be discussing the interesting pet named in the title. Each in turn must apply some adjective to the cat beginning with the letter A. Thus the first player might say: "The minister's cat is an amiable cat", while player number two thinks that "The minister's cat is an aggravating cat", and number three thinks that "The minister's cat is an audacious cat", and so on until some one cannot think of an adjective. This person then drops out of the game and the company changes to the letter B, as a "bad cat", or a "bold cat." Continue until all the players have been caught, using different letters.

CHAPTER IV

HOW TO CELEBRATE THE HOLIDAYS

THE CHILDREN'S NEW YEAR FROLIC

A JUVENILE event given on New Year's Eve or during the early part of January might be a costume affair. Whether masked or not, each child on entering the hospitable scene should be greeted by Father Time, a very cheery impersonation of this hoary personage who shakes each youngster by the hand, tells him to do his best not to grow up, or any other nonsense which occurs at the moment, and wishes him a very happy New Year.

When all have arrived, Father Time explains that it will now be in order to find fortunes for the New Year. Accordingly the children are formed in line and march

around the room to a lively tune. Sometimes the music goes very gaily, at others it practically dies away, but whether loud or low, the children follow it until it breaks off, which is always suddenly. They then break ranks and scamper off in all directions to search for hidden boxes containing fortunes. Each child keeps the box he finds first, as that is the fortune particularly applicable to his case. Having found one, he ceases to hunt.

Here are some of the simple fortunes which will delight children. An older person can interpret each after the game is over:

A five-cent piece. You will earn some money and will start a bank account.

Toy ship. You will make a trip by sea.

A toy train of cars. You will make a trip by rail.

A pen. You will become a writer.

Chocolate horseshoe. You will have great good luck during the coming year. The signification of a four-leaf clover in chocolate or candy form is the same as that of the

horseshoe. Each little fortune should be chosen so that it will be a gift as well as prophecy.

Then have games representing the four seasons, such as making flowers from tissue paper, for spring. For summer, gathering apples, the game being to see who can find and gather up most rosy apples for his basket. For autumn there might be a shower of autumn leaves (of paper) cut in half, and the little people might be called on to patch these halves together, with a prize for the one matching most leaves correctly. The winter game will probably have to do with snow. For instance, there might be a snowball-throwing contest, the target a basket of prizes wrapped in white paper.

For the refreshment table have the place cards cut and painted to represent New Year's wreaths with the names of the guests written on them in red or white ink. Or there could be a pretty New Year's card with a good wish on it at each cover, and the child's name on that. Souvenirs and other trifles mean

so much to children, and these are so inexpensive at holiday time, that each youngster could have at least one five-cent gift in addition to his pretty card.

A LINCOLN'S BIRTHDAY DINNER

A pleasant way to celebrate the natal day of our beloved "Father Abraham" is by a dinner. Those whose birthdays occur on or around February twelfth might well combine the two occasions and have a memorable good time in honor of both. Have a big iced cake and fasten red, white, and blue candles on it. At the different places have tiny chocolate dolls waving American flags, and around the neck of each doll tie a place card on which is written a sentiment from Lincoln's writings. Have these sentiments read aloud during the progress of the meal. Get the breadsticks which are about the length of your hand, and stack these up to suggest the log cabin of Lincoln's boyhood. In these log cabins stick more flags. Drape flags of larger size over the dining room doors

and surround a bust of Lincoln by laurel leaves. These might be of crêpe paper.

After dinner, which for children would better be simple, you might arrange a jolly Link-on contest in honor of the day. Hide strips of paper about twenty inches long and an inch and a half wide (the paper must be strong) all around the room. Have plenty of mucilage bottles, or a bowl in which mucilage has been poured, and a number of match sticks or brushes. The object is to find the strips and form them into links, so as to have a paper chain. The strips must be glued one by one as found, and before any others are searched for. The first is glued as a circle, then the second is linked through the first and so on. Needless to say each glues to his chain only such links as he himself finds. All gluing must be neatly and nicely done, and the chain must hold together. Award a prize to the one whose link-on chain is longest, and let this be a booklet of wit and wisdom from the writings or sayings of Lincoln. The same game can be played by

hiding pieces of thin wire which may be found and formed into a chain by linking one in another. Or divide the company into two bands, and let each have a Leader who links the wires as quickly as they are brought. Then all who form the longest chains in ten minutes might draw for the prize. It is a very lively and novel game.

“ WITH ALL MY HEART ”

Most children will be giving or going to parties on Valentine's Day, I am sure, and therefore they will want dainty plans either for their own good time or to help out a friend whose plans are incomplete. Probably they will want to have the merrymaking an “All My Heart Affair”, so here are some plans for that kind of party !

First get the little cardboard hearts that come by the package already cut out, as they are cheap and pretty, and in each cut a heart-shaped door (having first drawn it in with pencil). Now leave the door a little open to show that there is writing on the

other side, and on the reverse of the door write :

“May I welcome you in my house and heart on February 14th at (address, date, time, etc., follow) ?

“Affectionately your friend

“Annabel Lee.”

Now having secured a roll of pink crêpe paper, drape the door with it, so that it is arranged like a heart-shaped frame.

Hang from the chandelier one of the pretty, pasteboard lithographed Cupids sold by the favor houses. Attach to pink ribbons as many tiny cardboard hearts as you have girls in the party. Make a slit in the Cupid and draw the ribbons to which the hearts are hung through the slit. When this is done, the ribbons will hang on one side, hearts on another. Let each girl take a heart, each boy a ribbon, and then pull, when of course the Cupid will be rent in twain, and each boy will find himself holding the heart of some little maid. Those so matched become

partners for the first dance, if you wish to dance, and for supper.

Or you could play progressive hearts and have heart-shaped prizes, a pincushion for the girl's prize, and a blotting pad for the boy's, with candy hearts for the boobies.

Or try this spirited search game. Let each girl write her name on a heart provided by the hostess for the purpose. Through the top of each heart is drawn a pink ribbon. The boys are banished to the hall for just a few minutes while the girls tie their hearts, with the name side down, to chair backs, table legs, and any other good position that seems available. When the boys are recalled, each is told what girl's heart he must search for. When it is found, the heart must be untied and then carried to the timekeeper, who will award a prize for the first one brought to him. The ribbon must be untied, not broken. The hearts used in the first pairing-off feature can be used for this search just as well. Give a pink, heart-shaped candy box as a prize.

For supper serve hearts of tongue or ham, and heart-shaped soda biscuit and butter, hearts of pink-tinted cream cheese on lettuce, and then ice cream in heart-shaped baskets and pink, iced cakes and candy.

For your valentine table, the centerpiece might be a large favor holder in the shape of a cake iced in pink. The favors may be pulled out with ribbons, or the top lifted off, and the gifts fished for with poles and ribbon lines having hooks on the end. Any large favor house could supply such a surprise cake.

COOKY VALENTINES

Ask your mother to make for you some heart-shaped cookies, and take them to school on February fourteenth. The boys and girls will be delighted to receive your valentines.

WASHINGTON'S BIRTHDAY

To have a change from the tricolor, Colonial colors (buff and blue) are good to use for decorations. Cut "ribbons" or fringed garlands from buff and blue crêpe paper, and where they are caught up in festooning

them across the room use little cocked-hat shapes made from black paper. Or instead of the cocked hats, quaint, old-time matchlocks shaped from cardboard may be used. Pictures of Colonial days clipped from the magazines and tinted make a pretty decoration to tack upon the walls.

The motive of the cherry tree and hatchet can be developed so as to be quite a little out of the usual. The day before the entertainment try to get a large branch of some dead tree, and tack this up above the folding doors or in some other prominent position. Deck it out with tissue paper leaves, among which tie big cherries made of scarlet tissue or crêpe over raw cotton. In each cherry tuck away a souvenir, a fortune, a joke, or puzzle which, when the fruit is distributed toward the close of the entertainment, will add a mirthful feature to the programme.

For festoons use the pretty crêpe paper which comes in cherry design, cut in scalloped outlines or in any other attractive way which

fancy dictates. Finish with hatchet shapes cut from scarlet cardboard.

Pretty soldier caps made from the cherry-patterned paper napkins can be distributed at the door.

Secure in advance several packages of the little hatchet shapes which come all ready cut out in cardboard of different colors, and cut each hatchet in three or more pieces according to size. Have a pile of the clipped hatchets in the center of the table and give each child a jackstraw hook or a pair of tin candy tongs. With the hook or tongs the youngsters help themselves one at a time to sections of the cardboard. Each piece as received is shifted about in an endeavor to form an entire hatchet from it. Each hatchet formed counts one point toward the game, but pieces must be taken from the pile with whatever implement the hostess provides; indiscriminate grabbing is not allowed by the rules of the contest. Give the child who succeeds best a book of stories about patriots of Revolutionary times.

Then provide cherries of marzipan, or make imitation cherries of cotton wool and red crêpe paper and have some stirring races in carrying these around the room on knife blades to the tune of "Yankee Doodle." Let three children carry cherries at the same time, and have the winner in each race match the winner in another until but one or two players remain unbeaten. Reward the victor or victors with a prize — a cocked hat filled with candy is an appropriate trifle which can be had anywhere and which always pleases the little ones.

For another round a big red cherry with leaves can be painted on a muslin-covered cushion filled with excelsior which serves as a target. Aim is taken by the young marksmen with "an Indian bow and arrows" introduced as "a relic of Washington's time." Each child has three shots at the big cherry, and a basket of marzipan cherries is presented as a reward for greatest skill displayed.

A little imitation cherry tree a few inches

high, such as is found in the shops now, will form the basis of another target game. Place it on the piano, the window sill, or on a table and see which boy or girl can overthrow it by hitting it with a hatchet made of cardboard. Each child has three "throws", and several of the cardboard hatchets should be in readiness for the game.

Another contest which hinges on the first Americans requires no writing, a point which will recommend it to many players. All who are to play it sit in a ring, and some one begins by saying, for instance: "I am thinking of a man in Washington's time whose name begins with B." The name in mind, we will say, is Burgoyne. Some will guess Brad-dock, etc., others will not be able to think of any name beginning with a B. If no one can guess the right one, the player who named it is called on to say what it was he selected. Let each in turn give a name for the others to guess, and award a point also to each person first to correctly guess any riddle proposed. If you wish to have a prize, it goes,

of course, to the player who holds most points. A silk flag makes an acceptable gift in such a game.

Games played with the eyes shut or with the left hand are always fun-provoking, and are easy to get up. For instance, players at a Washington party may be called on to draw a portrait of the great man, with the eyes shut or with the left hand; the results can hardly fail to be laughable. Or give each a square of black cardboard and see who can (blindfold) cut out the cleverest silhouette of George or Martha Washington. The prize might be a Continental knapsack filled with sugar plums, and the booby the silhouette which won the prize.

The cobweb game arranged with buff and blue threads is a novel feature to introduce into your Washington festival; the threads, of which the girls take the blue and the men the buff, can lead to all kinds of other games. For instance, favors may be presented to the man and girl who are first to find the ends of their threads, and these prize winners may be

partners for the supper if that comes next on the programme.

A DIXIE PARTY

A capital idea which is being adopted of recent seasons for festivities in honor of Washington is to emphasize the place of his birth in decorations, menu, and other features. The affair is then called a Dixie, or a Virginia, party. The rooms are trimmed with cotton bolls, either real or imitated with raw cotton and tissue paper, and with Southern moss, etc. If possible, have the guests served by Southern "mammies", also either real or improvised for the occasion by means of burnt cork. A concert of old-time negro melodies is very appropriate for the first half of the evening. Then have a plantation dance in which the old measures are introduced — the Lancers, the Virginia Reel, etc.

If you like a simple refreshment, one which includes sandwiches of Virginia ham, chicken salad, beaten biscuit, salted peanuts, and Lady Baltimore cake is appropriate.

A CRANBERRY PARTY

If cherries for one reason or another, even in the candy variety, cannot be had for a Washington Party, big red cranberries make a good substitute so far as games and decorations go.

Have a generous supply of the (mock) cherries, and have all the games of the evening played with them. A cranberry-threading contest is splendid fun, and any one can get it up almost without notice, if only the cranberries are at hand.

Spool cotton is broken in as many lengths, as there will be players; and each piece is about a yard and a half long. On one end a needle is threaded. A basket of cranberries is placed on the table, around which all stand, each with a needle and thread. When the signal is given, all begin to thread the cranberries on the cotton provided, and the one first to cover his or her cotton wins the game.

When the company consists of an exactly equal number of boys and girls, the young

folks can be paired off, and each couple can have a thread with a needle on each end, both working together to thread it.

Then have a washtub brought on the scene and filled with water. Throw a handful of cranberries in the water and let each in turn try to jab as many as possible with a hatpin. Each cranberry captured counts a point toward the prize.

And why not a cranberry race for the third inning? This can be arranged by giving each player a cranberry and a lead pencil, and starting three players at a time in a race which consists in rolling the cranberry around the room with the pencil.

All who win their particular races draw for a prize, while those who fail may be condemned to bite a cranberry in half with the teeth. A little bottle of candied or preserved cherries tied with red, white, and blue ribbon makes a nice prize in this mock-cherry contest.

Again hang up a small embroidery hoop with a little basket back of it, suspending it in such a way that cranberries thrown through

the hoop will drop into the basket. Draw a circle with chalk on the floor or cut a circular piece of cardboard, and let each in turn stand within the ring while aiming cranberries through the hoop. Each has six throws, and each cranberry safely lodged in the basket wins a point. Those having the greatest number of points draw for a prize, or each of the players whose score is highest receives a souvenir.

Cranberry pie, cranberry water ice, and red iced cake are good suggestions for refreshments. Some hostesses may like to add hot biscuits, filled with minced chicken, or cold Maryland biscuit with minced tongue and mayonnaise, to the other dainties to round out a bill of fare.

A PARTY FOR THE SEVENTEENTH OF MARCH

For this occasion one could cut out heavy paper in the form of shamrocks and write the comic invitation in rhyme. You can use the form given below, as it may not be convenient or possible for little entertainers to invent one that suits the purpose.

THE INVITATION

'Tis the very top of the marnin'
That I'm wishin' ye, me dear.
And this letther's to remind yez
Paddy's Day is drawin' near.

For the sake of good ould Erin
Can't yez come and cilibrate
At our house (that's Windsor Terrace)
Next Thursday night at eight?

There'll be pranks and games and jokin'
And I know we'll make you smile,
For 'tis fun we'll be a pokin'
(And a supper after while).

Sign the effusion with your name, of course, unless the address will tell the secret just as well, and on the evening of the party decorate the rooms with crêpe paper in design of shamrocks, little comic figures of Paddy and shillelahs, with any other emblems you can secure.

In the room to which guests are admitted have the following articles arranged on tables, the piano top, etc.:

A little stone (the blarney stone).

A tiny print of butter (a little pat).

Something green to be worn, such as a silk shamrock (Wearin' o' the Green).

A box covered with sandpaper to look like stone (a shamrock).

Picture of a hand, also the word "and" clipped from a newspaper headline and two letter E's. Hand E and E (*Handy Andy*, the famous book by Samuel Lover).

Of course, the thing recalled by each object must relate in some joking way to the green isle over the sea. There is no prize attached to this game, unless you particularly want to make it a guessing game, for the main idea of it is to keep the guests who arrive first amused and interested until all are on the scene.

For a part of the programme it would be entertaining to have the story of Paddy The Piper read aloud, for it is extremely funny, and all children should know it. Then a dozen snatches from Irish airs could be played on the piano, to see if any one could name

the songs they represent. Afterwards the guests might sing the songs themselves in chorus and dance to the lively tune of jigs and reels, such as the famous "Widow McCloud."

Then play this interesting race game. Give each of the girls a silk shamrock, such as are sold to commemorate the date, and let each boy choose a partner. Range the boys with their backs against the wall at one end of the room, and the girls in a similar position along the opposite wall. Each boy must face his partner; that is, if he is second in the line of boys, she will be second in the line of girls. When the signal is given, each girl tries to be first to pin a shamrock on her partner's coat. Those who are successful win prizes or favors, and so do their partners.

Green should be the prevailing color of the decorations on the supper table and both food and favors should suggest the day.

AN "EASTER OPENING" PARTY

A most attractive way to send out the invitations for a children's party at this time

of year is to enclose each note in an eggshell, the top of which has been cut off by a quick blow from a sharp knife.

After the shell is duly washed and dried and the note written on tissue paper is enclosed, the top is pasted again into place and the crack will be barely discernible.

Be sure to mention the words "Easter opening" in each note, as this gives the name of the party and the key to the games of the afternoon.

Another and rather simpler way to prepare the little receptacles is to blow the contents from the eggshell and write the words "Easter opening", with the date and address, on the outside.

Whichever method is preferred, try to obtain pretty little Eastertide boxes (*bonbonnières*) decorated with designs of chickens, ducks, and spring flowers, in which to enclose the eggshells and send them through Uncle Sam's mails, though any tiny box that is secure enough can be neatly wrapped to serve the purpose.

The entrance to the merrymakings of the afternoon lies through a huge eggshell, which the children must burst together. To arrange this charming and novel feature, receive the little guests in the hall or in some other room from that in which the frolics have been arranged. In the doorway between the two rooms paste a curtain cut from soft paper in the form of a gigantic eggshell. This is visible from the first if so referred, or a door may hide it from view until all the little folks are on the scene. The minute that the last arrival is present and in readiness with wraps removed, the signal is given for breaking the eggshell, through which the little company will rush with shouts of delight.

In the room beyond, a search for candy or toy chickens of the tiny, downy sort is arranged. Wherever a chicken is hidden, a tuft of straw betrays the fact, and the children are told to "follow the straws, which invariably show which way the winds blow." Or any other playful directions which make

for fun can be given. The search continues until each child is in possession of a chicken, as one apiece of these toys will have been hidden.

Next bring upon the scene a variation of the ever popular Horner pie, which in honor of the season represents an Easter egg. From the egg hang out white and green or green and yellow ribbons, which the little people pull, with a "one, two, three and Go!" to add to the excitement. The big egg is found to be full of peanuts, and herein lies another opening, for each boy and girl, acting as partners, receives between them a bowl into which, after the signal is given, they must begin to open the peanuts. When the store is all exhausted, the shelled nuts in each bowl are counted and each of the two children who opened most is given sugarcandy Easter eggs. The consolation prizes could be comic little chickens made of extra large peanuts, marked with wings and having bills and tiny legs added.

At the feast which follows the games each

child can find his place at table by means of a toy chick or duck which wears around its neck a tag with the name of the child written on it. Or chickens of cotton batting made at home and issuing from natural eggshells broken at one end will cause great delight. Write the name of the child on the shell.

At each cover, too, have a surprise eggshell, which may be of *papier mâché*, cardboard, or silk, just according to what one wants to spend, as all kinds, at all prices, are offered in the shops at this season. If gifts in these shells would make the feature a little too expensive, write funny rhymes on cards and substitute them. Any surprise, however simple, meets with high favor at a childish merry-making.

MEMORIAL DAY

An occasion that all Northerners feel like celebrating in some way is May 30th, or Decoration Day, which should be marked by special features. First of all decorate the house and grounds with bunting and flags.

The programme for afternoon or evening may well begin with patriotic readings and the singing of patriotic songs, and the more who know the choruses and will join in them the better.

A flag drill would be pretty, and it is not necessary to go to much trouble in getting it up, for every one is likely to have at least one inexpensive flag to wave on Decoration Day. Then if some grown person will play splendid march music for the children on the piano (or the phonograph will do it), they can plan some very pretty evolutions. Let one of the older boys or girls lead and give the commands until all have learned them.

Quieter games in the form of puzzles could be played, and every one who likes puzzles, as most of us do now and then, would be sure to enjoy one founded on the names of American soldiers. Here are suggestions for that.

What great soldier gives in writing? Grant.

What soldier is a kind of gathers and a male? Sherman (shirr).

What soldier had the same name as the famous romancer known as "The Wizard of the North"? Scott.

What general is found at the door as you go in? Butler.

What general had a name giving the sound of rain followed by his own offspring? Patterson.

What patriotic admiral is part of our understanding? Foote.

What general is a spiritual sovereign? Pope.

What general's name scorches a part of the body? Burnside.

What general is a wine and part of the prophet Daniel? Sheridan (sherry-dan).

What general's name is part of a hand and a whole rooster? Hancock.

What general was a nimrod? Hunter.

What general has the name of a celebrated doubter? Thomas.

What admiral would you summon to carry your trunk? Porter.

What general has a name that suggests rabbits? Warren.

What general's name tells how to catch a fish? Hooker.

What general's name began with that of a flower? Rosecrans.

What general's name holds much money? Banks.

What general is a drink made of honey? Meade.

A FIRECRACKER PARTY FOR INDEPENDENCE DAY

One way in which to entertain your friends on Independence Day is with a Firecracker Party, at which all the crackers are of the strictly safe and sane variety, which wise ordinances now restrict us to and which are really more fun than the old noisy kind.

For the invitations take small sticks of candy and roll each in red tissue paper, enclosing a little string at the top to look like the fuse of a firecracker. To each cracker tie a tiny card with ribbon and on the card write an invitation like this:

Dear Friend,

You know the cracker tribe
Are rightly now taboo.
But one that's strictly safe and sane,
I'm hereby sending you.

It goes, with wishes best from all,
Most heartily to say,
Can't you all attend our party,
Here, on Independence Day?

Tell us if we may not greet you,
Underneath our spreading tree?
On the lawn surrounding "Cedars"?
At the hour of half past three?

Have under the trees a dainty table spread with cool, good things, so that those who come may refresh themselves at will. Have a bowl of lemonade or punch with a ladle and a tray of tiny glasses, or if you expect a very large crowd, you might have the dainty paper cups. Have two or three good kinds of sandwiches, replenished from time to time from the house, cake and bonbons, and such

crisp relishes as radishes, olives, pickles, and so on.

Arrange a series of good games, for one of which secure from your grocer in advance a supply of small paper bags, according to the number of people that will play. Cover these in advance with red tissue paper. Place them in a row on the ground, folded flat. When the signal is given, let all run to the bags, each taking the first one he can get; then each tries to blow up his bag and run with it exploded to the timekeeper. As soon as any player has burst one bag, he may run for another, and the one who has reached and cracked most when all have gone wins the game.

Another way is to cover the bags with the red paper, blow them out, tie them, and then have a game on the rose-war order, in which players bat the bombs, as they are called, to and fro across a chalk line. Tie the bags belonging to one side with red and those of the other with green ribbon.

Have swung from the trees or from the lintel of the porch a large firecracker favor

holder, — a receptacle of paper in the form of a giant cracker, filled with gifts. Pull it open with cords chosen to imitate fuses.

AN UNSENTIMENTAL HALLOWE'EN

A question that often arises to puzzle mother or teacher is how to celebrate Halloween without having recourse to the sentimental ideas of the Eve of Fate, for which the children are too young. It can be done and that cleverly by substituting the emblems of nuts, pumpkins, and jack-o'-lanterns for those of marriage and fate. Here is a clever way to plan the invitations:

Tuck into the empty shell of an English walnut a strip of paper containing the invitation, after which lightly glue the halves together. Tie up the nut in two square pieces of tissue paper, green outside and yellow inside, by gathering the paper around the nut and tying with a narrow red ribbon. The green, yellow, and red represent autumnal coloring. The corners may show the lining.

To make the jack-o'-lanterns which the children delight in, cut from pumpkins laughing faces, long faces, faces with grins, round faces, etc. Let the room be lighted only with these pumpkin lanterns, which may hang from the ceiling and be placed in every nook and corner. For further decoration, evergreen boughs woven in and out will be found effective.

The fun may be made lively at first by introducing games, such as threading needles with a rolling jug for a seat, bobbing for apples in tubs, or trying to bite suspended apples with molasses on their cheeks. Next provide each child with a goblin or brownie mask or a sheet and pillow-case costume. Silhouette pictures may also be presented. Half the party go behind the sheet and turn, one at a time, into pantomime artists, while the other half guess who each is.

For supper simply spread a cloth upon the table and let all sit around it at ease, choosing their own seats. Then give each a yellow pumpkin which has been hollowed out, lined

with Japanese napkins, and filled with viands that all children like. Dainty sandwiches, salad in tiny gourds, popcorn balls, gingerbread made into animal forms, and nuts may all be found. On the very top place what appears to be a rosy apple, but what proves a bonbon box filled with delicious nut candy.

Of course, you will give the children little remembrances of the occasion, for nothing pleases them more than this delightful conclusion to a delightful occasion.

Souvenirs will be the one remaining touch to make the children perfectly happy. Construct a huge pasteboard pumpkin and cover with yellow paper. Into this put the gifts and attach to each of them a long yellow ribbon which hangs over the sides. Just before the boys and girls go home, bring in the pumpkin and let them pull out all sorts of appropriate knickknacks, such as black cats, witch dolls, four-leaved clovers, tiny brooms, rabbit's feet, etc. If you wish the souvenirs may be "fortunes."

OTHER PASTIMES FOR HALLOWE'EN

1

Into a tub of water throw a quantity of soup paste letters. Let each child close his or her eyes and dip out a teacupful. From the letters in the cup see what word can be formed that will indicate one's fate for the coming year. One telltale word may stand for an entire sentence. Thus the word "Gain," if found there, might mean either gain a heart, gain in wealth, or other gain.

Another way is to blindfold each child and allow him three dips in which to find his own initial.

2

Using a darning needle, draw a long thread through a cooky cut preferably in the shape of a witch, cat, or a crescent, or in any other form which seems appropriate to the date. Draw the ends out to full length; let two boys take opposite ends of the string and see who can soonest mouth all of the thread which lies between him and the cooky. This

game is also played with a raisin on the string. Needless to say the one who arrives first gets the goody ; and also a prize, if one is given.

3

A good Hallowe'en joke to play is this. Arrange books, sofa pillows, and such things with elaborate care around the room. Blind-fold some one and tell him to put something on the table across the room, but that if he knocks over any of the obstacles, he must pay a forfeit. Then, before he begins his progress, quickly lift everything out of his path and watch him carefully edge his way around each supposed danger, which is by this time empty air.

4

Have some apples afloat on a tub of water and see who can lift out the most by catching them with his teeth. The person bobbing for apples must kneel and clasp his hands behind his back. The apples can have words, such as Luck, Fame, Riches, etc., cut on the skin, and these words may apply to the chil-

dren catching the fruit. Initials can be scratched on the apples too.

5

Arrange three plates in a row. On one put a piece of candy, on another a lemon, and on the third something else as a joke, such as a horse-chestnut or a piece of coal. Blindfold each child and let him stand in front of the plates. If he can touch the plate with the candy, the sweetmeat belongs to him. Otherwise he must choose between the lemon and the coal. Or if it is preferred to have something nice on each plate, have one hold a piece of candy, one an apple, and one only a nut. Of course, the plates must be shuffled about after the bandage is put on, or the child may be walked around the room with the bandage on in an effort to confuse him as to the relative position of the plates.

6

Have a big spook come in (a tall person in a sheet or some one with a broom carried aloft), the mask, etc., being on the broom.

The spook can distribute fortunes in envelopes. Or he may "feel the bumps" of each applicant's head and read funny fortunes therefrom.

7

Give each child a basket of nuts of different sorts. Seat all around the table. See who can soonest empty his basket, picking up each nut with both hands and arranging each kind in a separate pile on the table. Of course, mixed grains or corn and beans could be used instead of the nuts, but the latter are specially appropriate to Hallowe'en and can be eaten with the refreshments later on.

A TURKEY SOCIAL

A jolly plan for a frolic on Thanksgiving Eve, or for an occasion which falls within the season of our great American harvest, is a turkey party. Begin the fun with a turkey search, which can be very easily arranged and requires no preparation but a simple prize for which one of the pasteboard gobblers filled with candy which all the shops have in

stock at this time of year will be just the thing.

Cut a quantity of pasteboard into small tickets or slips, or use ordinary wrapping or pad paper in the same way. On each slip write one of the letters which go to make up the word "turkey", so that there are several sets of the complete word. Fold the slips and mix them up, and after seating all the players around a table, play the game after the rules of Authors, the end and aim of each player being to complete the word "turkey" as often as possible. To begin the game, deal an equal number of slips to each person, and the same to the pool. If any player with the slips dealt to him can complete the word "turkey", he is privileged to place the letters involved on the table in front of him. Each set completing the word counts a point toward the game. When all have matched and discarded the used letters, each, in turn, beginning with the player at the left of the dealer, draws from the pool and matches in turn. When the pool is exhausted, the players

have the privilege of asking each other for the letters they desire, each asking in turn and for but one letter at a time. If the person who is asked for a certain letter is found with it in his hand, he is required by the rules of the game to give it up, even though necessary for a word he is building at the time. The game ends when all the players are out of slips, and is won by the person who oftenest completes the term "turkey."

The same game can be played with tickets or paper slips by hiding the slips around the room and letting the players search for them. In this game the rule is that each slip must be sought in the sequence in which it comes in the word; thus, U only after T has been captured, and so on, as this adds to the excitement of the turkey chase. The person winning most words receives the prize, as before.

In the case of young children for whom the spelling test would be too difficult, cut a number of turkeys out of white or manila paper and hide these to be searched for in-

stead of the letters. The party giver who is not able to design these shapes herself may easily find a pattern for her turkeys by scanning the advertisements in papers and other periodicals at turkey time.

Refreshments for a turkey party should have the flavor of the Thanksgiving delicacy in one course at least.

A CHRISTMAS TREE PARTY

After the family gifts and treasures are removed from the Christmas tree, the boys and girls may give a very jolly party by re-decorating the evergreen as a hobby tree or joke tree and inviting their friends to gather around it and share the jokes.

The idea is to prepare a package for each guest and to have in it either a very simple gift, a joke, or something which suggests a hobby. Such a plan certainly causes a lot of merriment.

On the outside of the bundle you must have the name of the person for whom it is intended and a verse or quotation.

For example, for a little girl you might have a cooky doll and the verse :

“Take her up tenderly,
Lift her with care,
Fashioned so slenderly,
Young, and so fair.”

If a boy or girl has a pet cat, the present might be some dried catnip picked in summer. I know of such a joke package prepared one Christmas for a cat called Tom Peter. The rhyme was :

Tom Peter is a gay old cat,
He once was thin but now is fat.
His mistress brought him from the East
And now he nothing does but feast.
So here's some catnip for Tom Peter
That his life may still be sweeter.

For a person fond of poetry, cut some good verses from the magazines, put them in an envelope, and write on the outside of the bundle :

Since poetry is to your mind,
I send you the best that I can find.
With my compliments please take it,
I clipped it 'cause I couldn't make it.

With a snapshot the rhyme might be :

This was boldly "snapped" of you.
'Twas a nervy thing to do.
If returned where it belongs,
Don't I blot out all your wrongs?

Of course these are but examples to show how funny, foolish little rhymes can be written about almost any commonplace thing and used for the tree. To name the gifts that could be used would be impossible without knowing the boys and girls for whom they are intended, but there will be no need of anything but an illustration, for in every group some boy or girl can be found to write the rhymes and some one to select an appropriate gift.

After distributing and enjoying the jokes, play some of the games described elsewhere

in the book for Christmas and then serve refreshments.

The invitation to a Christmas Party might be written as follows :

While high hangs the holly
With its red berry,
Pray come and be merry
And jolly with me.
The real Christmas spirit,
Do let us all share it
With games and good wishes
Around the green tree.

Christmas Social. 4 Downs Street,
December, at 8.30 P.M.

A ST. NICHOLAS PARTY

To those who seem to have worn out all Christmastide inspiration long ago, the idea of a Dutch Christmas Party, embodying some pretty European customs connected with the feast of St. Nicholas, may come as an inspiration.

Decorate the rooms with crêpe paper in Dutch design or with the pretty windmills

and other figures cut from the paper and stiffened with cardboard. Raw-cotton snow, silver bells, and silver tinsel would make a charming setting for the event. The scenery will interest and amuse the children until all have arrived.

When all are present, some grown person, having gathered the children around her, seated on the floor, relates in brief the legend of St. Nicholas, explaining how once a year in Belgium, Holland, and other parts of Europe the children set out their wooden shoes on the eve of his feast and find them in the morning filled with gifts. Before they rise from the floor, let the children carry out the custom of the little foreign children by shouting for St. Nicholas to come and visit them. All the children shout simultaneously, "Come, Santa Claus!"

Before the children arrive, hide whatever gifts you plan to give the little folks around the room. Puzzles are cheap and good suggestions, and likewise the Japanese balloon balls which can be obtained at an Oriental store.

Now count out the children, and as each child is counted out, let him leave the room, returning to hunt for a gift. When he has discovered the treasure, another child is counted out. If it is thought more exciting, hide but one gift at a time and let the children who are in the room try to find a difficult place for it while the child for whom it is intended is outside.

The same party can be given with a little change in the programme by those who want Santa Claus to figure in person. When this is preferred, omit the gifts and let a Santa Claus come in, ringing a bell and carrying a large pack on his shoulder. As each gift is delivered, the saint, foreign fashion, gives a few words of good advice, couched in terms to make the children laugh, but practical nevertheless.

When all have received their gifts, which should fill in at least half an hour of the programme, comes the climax of gift-giving. It is explained, when the children have been recalled to the room from which they are

sent in a body, that St. Nicholas has meanwhile descended and in some spot of the room has left a Little Dutch Doll. They are asked to stand in the spot where each thinks the doll was left by the saint, and when the little ones have scampered into various nooks and corners, a doll dressed in full national Dutch costume is brought out and presented to the lucky guesser. Where the children are very little tots, it would be better to hide the doll in some nook and have the children search for it. Where the doll itself is not hidden, a piece of paper represents the spot chosen for it.

The next half hour will pass delightfully with the puzzles and the Japanese balloon balls which inflate themselves by being thrown in the air. A group of little folks playing ball with these brightly colored toys is a pretty sight, and they never fail to fascinate the child-guests.

Have the table trimmed with Dutch favors and other trifles. Have a wooden shoe filled with candies or popcorn balls for the centerpiece, and for place cards use little Dutch

calendars and write the name of the child who is to occupy that particular seat on each. Have snapper-caps and bonbons with Delft figures on them.

If ice cream is served, have it moulded in the shape of little Dutch maidens, or placed in paper cases made from Delft paper napkins. Or if ice cream would make the repast overexpensive, make little baskets with crimped edges from orange-skins, tie the handles with ribbon, and fill with gelatin and whipped cream or with sponge cake and flavored whipped cream.

MERRYMAKING FOR THE TODDLERS AT CHRISTMAS

When very young children are entertained, the party is necessarily a mothers' party also, as the mothers will be obliged to accompany the wee guests, so that something must be provided for their enjoyment also.

To begin with the little ones, when they first arrive, try to have some music, for they all love that and will delight in playing ring-

around-a-rosey, or other musical games, and in marching several times around the room if led by an older person. An older child or two can often direct the pastimes for the very little guests, and this will allow the mothers to relax and enjoy themselves together.

Whoever becomes stage manager should group the tots in two rows facing each other and let them roll pretty red balls of paper back and forth. Afterwards each is allowed to take a ball for his own and open it and to keep the paper favor it contains. If a paper hat or other such trifle is found in the surprise balls, great will be the glee of each small recipient.

Of course, there should be a round of soap bubbles, and perhaps the mothers themselves would like to unbend their dignity and compete in a tournament, using clay pipes decorated with red and green or holly-figured ribbon.

After this it will be time to conduct all into the gaily trimmed dining room, where just above the dining table hangs a big favor

holder in the form of a snowball. From the snowball draw out a scarlet ribbon to each cover and under the ball have a brilliant Christmas tree gay with tinsel and with a gift for each child. Paper napkins with poinsettia design would be decorative, and each candlestick (holding a scarlet or green candle) should be banked around with holly, while more of the same beautiful green surrounds candy dishes, etc.

Before leaving the table, let each child pull one of the red ribbons attached to the snowball and thus bring down a pretty shower of white paper snowballs. These balls do not open, but the wee ones can carry them into the parlor and there have a pleasant snowball battle or a frolic, rolling the balls about at will. It is a simple game, but one which the younger ones take to.

Bring the afternoon to a close with a Story Circle. All the children sit in a ring on the carpet while some grown-up person or older child entertains them with stories, preferably of Christmastide.

CHAPTER V

PARTIES FOR ANY DATE

A FAIRYLAND GARDEN PARTY

BIRTHDAYS which occur in warm weather can be celebrated out of doors.

A Garden Party affords the little host or hostess a pretty way of offering gifts in return for those brought by playmates in honor of the occasion.

For this entertainment the lawn and porch are converted into a wonder garden, — not the queer, amusing wonderland of the Alice books, but a real one, where fairies perform all manner of kindly offices and hide away treasures in all sorts of unexpected places.

The invitations might be a bit unusual, reading something like this :

“You are cordially invited to visit Wonderland, which will be thrown open June 15th by

the fairies in honor of the birthday of Esther Singleton, which occurs on that date. Entrance through Elmhurst grounds. Gates open at half-past two in the afternoon."

Of course, Fairyland is made delightful with flowers and lanterns. These last should be all of one color, say pink or pale yellow, and should not be lighted — at least until late in the afternoon. The usual refreshments are found here and there, with placards above them bearing amusing names.

Lemonade, for instance, is termed fairy nectar, and sweet biscuits are crystallized moonbeams.

One lively and exciting feature of the fun is a search for the Summer Christmas tree, a beautiful growth which is found only in Fairyland. The party of little people, conducted by the host or hostess, sets out in search of this tree as soon as all the guests have arrived.

It proves to be a bush growing on the lawn and covered with all sorts of delicious things.

There are popcorn balls, candied fruit, hard chocolate figures, and cocoanut balls. When found, the children join hands and dance about it, after which the party giver clips the sweets from its boughs with a pair of scissors and presents one to each of the guests.

Another exciting half hour is spent in a search for fairy gold, which, according to a sign in colored lettering, is to be found in the grass under a certain large tree.

Each boy or girl is allowed by the fairies to hunt until one piece of gold is secured, after which he or she must cease to search.

The fairy gold turns out to be a quantity of little gifts, such as one obtains from the ordinary grab bag or Jack Horner pie. Each is wrapped in a separate piece of gilt paper and hidden away by itself in the grass. Such fun as it is to look them out!

For a quiet, sit-down game "to cool off", distribute little pieces of paper and pencils, asking each child to draw one of the fairies which inhabit Fairyland, whether elf, pixie, gnome, or goblin.

At the end of five minutes the pictures are collected, and one of the brownie dolls, which come both in paper and cloth, is given for the cleverest drawing.

The refreshment table for a wonderland party can be made quite fairylike and attractive. Even if a cloth is used, wee doylies in gold and silver paper, cut to represent lace, can be found to go under plates and dishes.

Candies can be wrapped in gilt and silver paper.

Most girls and boys would enjoy receiving a personal message from some fairy, and these messages can be made to fall out of napkins when the latter are unfolded.

If there is plenty of time on hand, make them in the following way: Cut from cardboard a number of leaf shapes and color one side of these green, leaving the other side white for the message.

The fairy greetings are always short and are usually in rhyme. "Good luck to you from Puck" is one example.

If you lack leisure for the leaf shape, write the messages on pieces of paper.

There can be all sorts of other wonderful surprises, too. Candies are now sold which contain little gifts or mottoes, and there are nuts which prove not to be nuts, but candy.

A NOVEL RAINBOW PARTY

A prism party founded on the colors is a particularly pretty one for out of doors, where the space will afford a great opportunity for rainbow effects to be carried out with ribbon, flowers, Chinese lanterns, and tissue paper bunting.

For little folks, the ever-popular spider game might be introduced with a new twist. Fill a number of little pots with gilt-covered bonbons to represent the traditional pot of gold which lies at the end of a rainbow.

From each of these stretch a length of ordinary spool cotton, winding it in and out of bushes and other obstacles as you would around the chairs and tables of the parlor

for an indoor rainbow game. Have each spool a different color.

The thin cotton makes a much more interesting game than the usual tape or ribbon, as it breaks more easily, after which one is obliged to search for the lost end. Strands of colored tissue paper can be used instead of the cotton.

This frolic could be followed up by a prize game played with colors. It is a sit-down game and therefore a good one to come after so strenuous a feature as following a rainbow. Here the children are seated in a wide ring on the grass and some older person, called the Announcer, names a color — we will say yellow.

Beginning with the child to the left of the Announcer, each person must name in turn some object which is naturally yellow, or something within sight which is of that hue.

Any child who fails to name a yellow object is banished from the circle. For the next round red or blue or green is taken, and the game is played in the same way, all

who fail being banished as before. This continues until all the colors, including white and black (which are considered colors for present uses), are exhausted.

The youngster remaining longest in the former circle is prize winner. Choose as a reward some pretty trifle in one of the colors named, or a book which has a color in its title. "Little Red Riding Hood" or "Blue Beard" are such books.

A paper hunt is good fun and can be used as a substitute for the rainbow game. For this a number of little gifts are hidden about the garden, one gift in each color.

From each gift is sprinkled a trail of colored paper torn into small scraps, leading almost to the starting point. The course is a very winding one, and there are plenty of breaks.

To play the game a bag containing pieces of colored paper is passed, and each child draws one. The color drawn is that of the trail one must seek. Or partners can hunt together, each two who draw the same color pairing off accordingly.

Another suggestion would be a target arranged to represent a rainbow, with stripes or color, or a large fan decorated with rays in the different tints. Each color in the rainbow could count a certain number of points for the player hitting it. The fun is carried on with "darts" sold for similar games. Each dart hitting the white could count one, two blue, three red, and so on. The boy or girl winning most points receives a nice color box as a prize.

For a very laughable game, give the children small white cards and have on hand a box of colored chalks. Each child is blindfolded in turn and told to draw a picture on the card with the colored chalks. The time allowed for drawing the picture is three minutes.

The results are sure to be extremely amusing to everybody, including the artist himself. Each production is labeled with the name of its designer for future reference. A book, with illustrations in color, can reward the most successful competitor.

A SPOOK PARTY

Children of all ages dearly love "dressing up", and where this costuming is limited to robes evoked from an old sheet no child need decline the invitation for lack of a suitable dress. A ghostly spook party is the result. All the spooks wear white cotton masks cut from the same material as the costume.

When the spooks begin to arrive, the festive rooms should be in semi-darkness. Guests are welcomed by smiles, deep bows, and handshakes, but no words are spoken during the first half hour.

When all are on the scene, music is played softly on the piano, and the lancers, with grand chain, or the Virginia reel, is danced by all the little ghosts.

After this it will be time to remove masks. Lights are suddenly turned up, disguises pulled off, and with shouts of laughter a general recognition takes place.

Arrange a series of good games to keep the fun in circulation as soon as the excitement of unmasking has died down.

INDOOR TRACK MEET

When lively young people are to be entertained indoors, arrange for them a burlesque athletic meet, and you will win their hearts without effort and without fail.

A captain can be appointed for each college that is supposed to be represented. Decorate the room or hall with pennants either collected from friends or made from crêpe paper. Have the guests of each separate college assemble, in different corners in the room.

Each college should supply a certain number of arm pennants and a certain proportion of the cards on which college yells are written. The arm bands can be made of felt, or wool, or of crêpe paper.

All kinds of events can be planned. Some good ones that have been found popular in the past are :

Foot Race. Hop on right or left foot as arranged. Or girls hopping on right can match boys hopping on left.

Shot Put. Have a milk bottle and a handful of shot, or beans or barley will do instead

of the shot. The players run around the room at full speed and drop the shot in the bottle, — or try to do so rather, — as they go past.

Hammer Throw. Place a cardboard base at the opposite end of the room from where the players stand and let each try in turn to throw the mallet on the base. Or if throwing a hammer or mallet would endanger the furniture, use one of the cardboard hatchets sold by the favor shops.

Discus. Roll pie plates at a mark or twirl them into a chalked circle.

Relay Race. Unwind balls of twine on to sticks or have a real relay race with clothespins.

This is one way to arrange the events after you have assembled the competitors. Some one has a gong preferably, though a bell will do, or even a tin pan whacked with a stick.

When the gong sounds, each captain sends a delegate from his college to enter the lists. The one who is successful wins a pennant for his college.

Then the gong announces a second event, and again each captain sends his picked man. Again, too, a pennant is won. This continues until all the events have taken place.

Members of the winning college then receive prizes. Pasteboard medals covered with gilt paper reward the ones who cut the worst figure.

A BOX SOCIAL

Cunning invitations add much to a party, and if the children can enlist the services of some one who draws, or have learned to do it themselves at school, the originality of this party might begin with the cards sent out. Make them of thin cardboard or heavy paper, on which draw an outline of a square box with lid thrown back but so designed that it may be bent over as if closed down on the box. Under the lid write the invitations as follows:

Dear Cousin Ned,

I send you my love in a box and invite you heartily to a box social at my home on

October 6 at eight o'clock in the evening.
R.S.V.P. for I shall anxiously await a word
that you can come.

Affectionately,

Lucy.

As guests enter the room, let them find two boxes on two stands on opposite sides of the doorway. One box contains colored straws for the girls, the other those for the boys, and when all have matched up, those holding mates are partners for supper. For at this party supper comes first, and it is served in boxes. These are hidden all around the lower floor if possible, or even in the porch or garden, according to convenience. Partners take hands or take ends of a clothespin, and together they go in search of a box. The first one found by either partner belongs to that couple, but neither must let go of the clothespin while they search, as this adds to the fun.

Spread a cloth on the floor or let all sit around a circular table, so that there may be no unsociability, and let each contribute

the goodies found in his box to the general feast.

After supper has started the fun, play some games founded on boxes. In one an ordinary candy box is placed on end on a table, or at the opposite end of the room from where the players stand. The object is to overthrow it with a soft rubber ball provided for the purpose. Any one who accomplishes this feat in three attempts wins a small candy box well filled.

Then place a small box in the center of the room, blindfold each player in turn, and send him to jump over the box. Of course the greater number will go nowhere near it. If there is a joker in the party who has victimized you by his tricks, take away the box when you have blindfolded this player and see him jump wildly over empty air.

Then get a rather tall box and make a small hole in the cover. Each one is given a small handful of large stone beads, and told to run swiftly around the room. The box is placed in his path, and he aims to drop a

bead in the box each time as he passes it at top speed. The girl who drops in the most beads could be rewarded with a sewing box, while a boy who leads should win a writing box.

The little pasteboard boxes filled with chocolate animals would make nice souvenirs for this box social.

A FAMILY REUNION

A new and jolly pastime that combines two features which boys and girls find specially enjoyable, namely dressing up and acting parts, is a reunion of the Dotty Family. You may christen the family as you please — the Battys, the Tackeys or any other name which is thought funnier. There are several good choices in the way of nomenclature, but the programme is about the same for all.

Invitations are issued in the names of Mr. and Mrs. Frank Lee Dotty, and each person invited is asked to come representing a member of the family, which part he or she is to play throughout the evening. Here is a good form for the invitations :

Mr. and Mrs. Frank Lee Dotty will be
At Home

on the evening of February 6 to All Members
of the Dotty Family at 45 Somerset street,
at 8 P.M.

Below this invitation add a line which shows the prospective guest what character he or she will be required to assume for the evening in the event of acceptance.

For instance, a lively young collegian might receive a hint like the following: "If you can come, please impersonate the Dottys' youngest son, just home from college, Mr. Charlemagne Dotty, aged 22."

Or a girl who is full of fun might be asked to impersonate "Aunt Martha Dotty, the great-aunt of Mrs. Dotty, aged 50, who hails from Maine."

Each character assigned should be definite enough to give the person invited something to work on in the way of costume and conduct, after which the impersonators may safely be left to produce the entertainment.

The host and hostess (often brother and sister) should receive in state side by side. Arrange some funny kind of canopy or decoration overhead under which they take their positions to welcome the arriving guests.

A disused umbrella may be opened, the stick sawed off below and the top gaudily trimmed with tissue paper in glaringly contrasted colors. This furnishes a canopy and a point from which streamers of tissue paper in the same gaudy colors are swung to all points of the parlor.

"Mrs. Dotty" can borrow one of her mother's long gowns for the occasion, and "Mr. Dotty" can be aged by means of a false mustache or whiskers. The receiving couple should be extremely serious and dignified, though cordial.

Some of the boys and girls will, of course, dress as children in short frocks, or knickerbocker suits, the girls wearing their hair in pigtails, and so on. There might be a Grandfather and Grandmother Dotty with wigs of cotton batting, big spectacles (without glass)

and high, cracked voices, who are seated at one side of the room and to whom all the younger members pay extreme deference.

A funny character would be the mischievous boy who will indulge in pranks, and another the spoiled infant whose progress around the room is followed by a fussy nurse.

The fun may be increased by offering prizes for the best costume and the most humorous acting. Then, too, Mr. and Mrs. Dotty might present each guest with a souvenir in the form of a picture of themselves (in costume) taken in advance by an amateur camera and mounted on a photograph card. Have the inscription in keeping with the occasion. Thus:

To dear Aunt Martha, on the occasion of
the Dotty Family Reunion, February 4, 1914.

A SIMPLE PARTY IN JAPANESE STYLE

The party in Japanese style can be simple or elaborate, according to whether you want to cling closely to the customs of Cherry

Blossom Land or simply provide a pretty entertainment with a Japanese flavor. Here is a plan for an affair of the kind last named, involving little outlay. Write the invitations down the left-hand margin of scarlet paper or of cards, if you cannot obtain the paper. Write one word or phrase below another, using a brush and sepia or India ink. You could use an Eastern form of salutation as below :

Japanese Tea.

Greenlawn Lodge.

September 30.

Four till Seven.

The gracious pleasure.

Of your honorable presence.

Is requested.

With a thousand salutations.

Have the refreshments passed on lacquered trays, the little guests sitting Oriental fashion on the ground. Serve water ice in glasses, each glass having a flower stuck in it or a twig of edible candy cherries or berries.

With regard to the games, if you can secure a simple Japanese print, representing a bird, fish, or something of that kind, pass around cards with pencils attached, and see which child can make the best copy. Give the print as a prize.

Have a fan race, where empty egg-shells are blown over a certain course with fans. Give a Japanese cup and saucer as prize, if you wish to provide this incentive to endeavor.

Have a bowl of water on the table, and let everybody guess how many marbles or nails you can drop in without making the water overflow. The best guesser might be given a prize.

Start the game of tiddlewinks and let all play with their left hands. This is most amusing and exciting. For another game, stretch a piece of ribbon or tape across the room, range half the company on one side, the remainder on the other. Throw a little light feather (from a feather pillow) in the air and let each side try to blow it into the rank of the opponents. Every time the feather falls to

the ground, a point is lost to the side in whose territory it fell. Begin the game with ten points to each division, and let the one having most points at the end of the game draw for the prize, if one is given. To reduce the number of prizes, if desired, award a ticket to the winner in each contest and let the person holding most tickets at the end of the game receive a prize.

A DOLL'S "AT HOME"

Among the many novelties offered in cards of invitation and acceptance for children's parties is one which suggests a form of merry-making very popular with wee girls of from five to ten.

In a pretty box come from one to two dozen decorated cards especially designed for a doll's at home. The designs in color show little maidens fashionably dressed in the act of enjoying a social cup of tea, or Kate Greenaway and Mother Goose figures daintily grouped, with verses bearing on the festivity in question.

The wording of the cards, in which blanks are left to be filled in with the names of the hosts and guests, runs like this :

(Mabel) presents her compliments to (Eleanor) and hopes for the pleasure of her company to-morrow afternoon at 4 o'clock. Also for the pleasure of Eleanor's doll to call upon her doll.

The function suggested by the cards is at once simple and delightful. Mothers who are puzzling over a novel and yet inexpensive way to celebrate their little daughters' birthdays could not adopt a better plan.

The small hostess stands by the door (holding her favorite doll in holiday attire) to receive her guests. At the rear of the room is spread a low table with apparatus for making tea, and having upon it bread and jam sandwiches, fancy cakes and candy. From this table each small guest is refreshed as she arrives. Another table furnished with doll house china is provided for the dolls.

The hours from 4 till 7 will pass delightfully in discussing the dolls, their wardrobes, etc., and in sipping a weak edition of the beverage, which should be modishly served.

Souvenirs, while not necessary, make a pretty conclusion to the festive occasion. They should be in the form of all sorts and conditions of dolls not exceeding twenty-five cents in price. The number should include Jap dolls, pickaninny dolls, sailor-boy dolls, and others out of the common run.

They are wrapped in tissue paper and placed in a grab bag from which the children take at random. Or they can be embedded in a big sawdust pie from which each youngster is invited to take a spoonful.

A PEANUT FROLIC

The party based on peanuts and their possibilities is not new, but for certain times and conditions it is hard to improve upon.

The only necessities are two or three quarts of peanuts and refreshments. Prizes may be offered if you care to do so, but they

are not imperative, as children enjoy the games without incentives of this kind.

For one thing, plan a peanut search with the nuts wrapped up in squares of tissue paper of red, white, and blue or any colors which are at hand. Provide little boxes or baskets for gathering up those found. The search begins at a signal, and the object, of course, is to see who can collect most nuts in the shortest time.

Fill a bowl with nuts and see who can take the biggest handful.

Have each child heap up the bowl of a wooden spoon with peanuts and run around the room with it, to see who spills fewest or who brings to the goal the biggest spoonful.

For the fourth game, place a hat, bowl, or basket at one end of the room, give each child five nuts, and see who can throw most into the receptacle.

Provide pins, match sticks, and water colors and have a competition around some big table, where every one tries to make the most amusing animal, bird, or fish from a peanut.

For another round, tie up a quart of peanuts in tissue paper, and with ribbon suspend the ball thus formed from a nail in the ceiling. Have it come a little above the heads of the children. When the time comes for the scramble, break the paper with an umbrella or walking stick. The fun consists in trying to pick up the greatest number of nuts that come tumbling down.

If you give prizes, these might be boxes of peanut brittle or homemade peanut candy.

THE SOCIAL DAY OF YOUR SEWING CLUB

Little girls who belong to a sewing club should vary the business of the association by occasionally having a social meeting devoted just to fun. Or after stitching an hour or two, have a social hour and vary the work in that way.

First have sewing races to see who can hem most quickly and most neatly.

If the girls do fancy work too, see who can crochet and knit fastest without dropping a stitch.

See who can sew on most buttons or make most buttonholes in half an hour. It would be nice to award a prize for the best result.

Give each a simple design stretched on an embroidery hoop and let all compete in working it in outline.

Hang up an embroidery hoop and back of it place a basket. Give each player three soft rubber balls which are to be thrown through the hoop and into the basket. Any one who succeeds in landing the balls in the basket is eligible for the prize.

These games and contests will afford the girls a really delightful afternoon, and if simple prizes are given in each round, so much the merrier! Then refreshments might be served to conclude the good time.

AN AUTUMN PARTY

For a party given at any time during the fall months, autumn leaves may be used to make pretty invitation cards. The natural leaves may be waxed, pasted on stiff board,

and then cut out, and the invitation written in brief form, of which this is an illustration.

Miss Laura Bell,

At Home

Autumn Party

October 5

8 till 11 o'clock.

Decorate the room with autumn leaves, of course. The entire wall may be covered with beautiful branches of these tacked close together. Hardy garden chrysanthemums in bowls and vases, even in pails, can be used around the room, or it can be converted into an autumn woodland scene by covering the floor with dried, rustling leaves. Scatter chestnuts among the leaves and let one pastime be a Chestnut Hunt, each guest searching alone, or two together with a basket between them. Have a drawing game, where each is given the name of some tree, the leaf of which he is to draw; and have a book on trees as the prize for the best drawing. Tack up a branch of a tree over the door or in other convenient place, with a

chestnut burr lodged in the fork of the bough, and then see who can dislodge the burr by throwing a ball at it; each one is given three chances. If you wish, the girls could throw with the right hand, and the boys with the left.

The refreshments at this party might be brought on the scene in a picnic basket and eaten from a cloth spread on the floor.

A SNOW SOCIAL

A winter frolic which can be made extremely pretty and picturesque in addition to being good fun is an indoor snow party in which everything — decorations, games, refreshments — suggests the reign of the Frost King established out of doors.

The holiday greenery, if it is still in position, will make a charming background. Fleck it with tissue paper snow and silver paper hoar frost. Tissue paper bunting in white will heighten the wintry effect. Cover the carpet with old sheets and sprinkle with silver dust. Holiday cards having "frosted"

decoration are delightful for the invitations, which are written on the blank side. Here is a charming form which will carry out the idea in rhyme :

Now that wintry winds do blow
Come and frolic in the snow
Friday afternoon with me
At the hour of half-past three.
Cold we'll look, but warm we'll be.
Lest that you misunderstand,
'T is indoors my fun is planned.
Yet the snow, the white, white snow
Where'er you look, where'er you go.

Miss Dorothy Blair,

43 Blank St.

Snow Party,

January 7.

While the guests are arriving, pass a dish containing snowflakes, inviting each person to have some. The flakes are nothing more or less than sugared popcorn which, heaped high in the dish, is very snowlike and effective.

If there is time for it, wee cornucopias can be made of cardboard covered with white

tissue paper and silver tinsel and distributed for holding the popcorn.

For another round, dot wee bits of cotton batting snow all round the parlor — over carpet, furniture, mantelpiece, piano top. Give each person a tiny pail of doll-house size, which may be obtained for a penny in any toy shop. Distribute at the same time oyster forks, one to each person. When the signal, which may be the dropping of a handkerchief, is given, players hasten to begin gathering up the snow, which feat is accomplished with the oyster forks.

The boy or girl who first brings the hostess a well-filled pail is prize winner. Or, if desired, the prize might be awarded at the end of a certain time limit for the pail appearing fullest. A calendar with snow scene decoration would make a suitable gift. A pleasant sit-down game is easily arranged for as follows: Take a number of squares of white paper and on each write some portion of a proverb, say one or two words, if short; two, three, or four if the saying is a long one.

Crumple the paper in the palm of the hand to make it resemble snow and heap the different flakes in the center of the table.

All players sit in a circle around the table and by dipping flakes from the snow pile try to form complete proverbs. Any one completing a proverb calls it out in full, and it is then, if correct, of course, marked up to his credit. The player forming most during the gradual melting away of the snow wins a prize. This might be a book of quotations and proverbial sayings, wrapped in white paper tied with silver cord.

A lively runabout game will be enjoyed after this mental exercise. For this have a box or basket of white confetti simulating snow, which can be bought in a shop or made at home according to preference. Each player in turn must take a large wooden spoon, dip it into the snow and run holding the spoon so filled twice around the room. The player who spills least in his or her course is prize winner.

Get also a dozen or more of the white peppermint sticks which, with the aid of a

little imagination, can become icicles. Stretch a silver tinsel cord across the room and tie the white icicles to it with white or silver ribbon. Blindfold the guests one at a time and have them try to cut down a candy stick apiece. The time limit should be two minutes, and all who succeed in securing icicles are eligible to draw for a prize. Another way to play this game is to hide the sticks around the room and award a prize to be drawn for by all who find them.

Or make a snowball by tucking away in a gigantic ball of white tape a number of little gifts, one for each member of the party. The person first to receive the ball tells a story, continuing the recital while he unwinds the thread. The gift first discovered belongs to him.

As soon as his treasure has been unearthed, player Number 2 catches up the narrative where it was suddenly discontinued and goes on with the unwinding of the thread. The second gift appertains to this player. The fun is carried along in this way, each member

of the party adding to the tale, until all the presents have been captured. It is very exciting and amusing, as each one's wits have to be on the jump to pick up the thread of the tale when his turn comes to take up the ball.

Then have a counting-out game, in which all sit in a circle, and when the signal is given, each boy or girl in turn must name something white, as cloud, ivory, foam, lily, soap, chalk, lime, wool, and so forth. Any one who cannot think of something white drops out of the circle, and the fun continues until but one remains. This player, of course, receives a snow-white prize. A grown person is umpire to decide whether the different things named will pass muster.

Snow crystals, cut from thin white cardboard and about the size of the hand, can be used as the basis of another frolic. Have each crystal different, of course, of some pretty geometrical shape, and cut it in half. Hide the different halves somewhere around the room and have all search for them.

The two players first to find matching halves receive prizes. Or you can use pictures of snow scenes in the same way.

For a party table a snowball made of white flowers on a bed of green makes an effective centerpiece. Any florist can fashion one from white blooms made over a wire frame. Tablecloth and china must be white, with silver shades for the candles. Have snowballs, made by rolling round cakes, which have just been iced in shredded cocoanut, served with the ice cream.

CHAPTER VI

THE ETIQUETTE OF PARTIES

SOME one has well said that real etiquette is merely putting the Golden Rule into practice and doing to others as you would be done by. Certainly this is true and is an excellent explanation of kind little rules and regulations, such as answering invitations quickly and clearly when we are to be guests, and welcoming the guest cordially and kindly when we act as host or hostess.

The rules of good breeding in this particular are neither long nor difficult, and as it always adds to one's enjoyment to be sure that the proper thing was just what one did and said, the important rules are added here that the children may read them over and so be sure of themselves when they are giving or going to a party.

1. Answer invitations clearly and promptly. It is a good rule to write your answer as much as possible in the style in which the invitation was written. Of course, however, if you receive an invitation in rhyme, of which many examples are given in this book, you may answer in prose, but let the prose be natural and bright and pleasant as the invitation is. If the invitation is from a little boy or girl who is your friend, you may answer it informally in this way :

Dear Eleanor,

It was very kind of you to invite me to your birthday party on Thursday the Eighteenth, and I shall be very glad to be with you on that date. Hoping that you may have good weather for your party I am,

Affectionately,

Lucile.

If on the other hand you cannot accept, it would be nice to mention the reason why you cannot do so. For of course you would reply to the invitation as soon as possible

after receiving it and decline just as prettily as if you accepted. The reason or excuse will be different in every case, but this form will give you an idea how to decline an invitation gracefully and kindly.

My Dear Elizabeth,

It was dear of you to ask me to meet your cousin, and I should love to do so, but unfortunately I have an appointment to go to the matinee with Aunt Kate on the very afternoon of your party. It was made long in advance, and so I will not be able to be with you on that date. Wishing you a lovely time I am,

Sincerely your friend,

Esther Allen.

If, on the contrary, you are hostess and are issuing invitations for a party, be sure to write them very clearly, telling the date, hour, and place, so that there will be no mistake. A good form which could be used for almost any kind of party would be this:

Dear Herbert,

On Thursday Evening, April 9, I am going to have a crowd of the boys and girls here at my home to celebrate (insert reason for the party). I hope you can be one of us, for we would all love to have you. Send me a line to say if I may expect you, and if possible let your answer be 'yes.'

Yours affectionately,
Sam.

Now let us imagine that you, dear reader, have just reached the house where you are to be a welcome guest. Try not to be shy or stiff, for both of these awkward mannerisms are habits and must be forced to the wall. Be cheerful without being too noisy or talking too loudly when you arrive; if there is some one in the hall to point the way to the cloak room, proceed at once to this room and there remove your hat and wrap, laying everything together in a tidy pile, unless the maid takes charge of them for you.

Sometimes, at an informal party, the little girl or boy giving the entertainment or the mother is at the door to welcome all who arrive. In such a case you would, of course, look first towards your hostess, shaking hands with her and exchanging a few pleasant words before proceeding up-stairs.

If you do not see your hostess before entering the room where the guests are assembled, go up to her at once and shake hands, before greeting other guests.

Resolve to have a splendid time. Try also to help others to have a delightful afternoon or evening.

If you see any one else who is playing "wall-flower" and is neglected, make a point of speaking to this boy or girl and try to draw another merrymaker into the fun.

If anything of the nature of a little accident occurs which can be laughed away, make light of it or do not notice it. Do not let an accident stop a game.

Don't let any one draw you into a quarrel. Ill-bred people will sometimes be found at

the merriest party, but if their ill humor is ignored, they soon come to themselves.

Do not romp, however lively the game is, in such a way that ornaments, carpet, or furniture might come to harm. It is possible always to be full of fun and yet gentle and refined. Roughness in a boy or girl at a party is soon noticed and (even if higher reasons were lacking) it will in time prevent other boys and girls from asking you.

Before going, shake hands with your hostess and say good night, and tell her that you have had a very pleasant time.

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